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COQUITLAM, BC V3J 4K3, CANADA

## PROFILE SUMMARY

3D animator and rigger, independent game developer, graphic and print designer, and website designer. Experienced in Maya, Unity, Adobe creative software, and programming languages such as C# and PHP. Currently an animator on popular Netflix show "Dinotrux". Working on creating an independent action game in the Unity engine, intended to be released digitally. Graduated from the Animation Art and Design program at the Art Institute of Vancouver. Completed the Technical Web Designer program with distinction at the British Columbia Institute of Technology. Portfolio at [www.khanzek.com](http://www.khanzek.com).

## WORK EXPERIENCE

### **BARDEL ENTERTAINMENT | DINOTRUX | CG Animator | March 2015 – Present | Vancouver, BC**

Working as a 3D animator on DreamWorks Animation's "Dinotrux" television series available on Netflix. Reporting to lead animator and animation supervisors with the goal of producing high quality animation in a timely schedule.

- Working individually on assigned quota and collaborating within a team of animators to complete episodes of "Dinotrux" on schedule and to the satisfaction of animation supervisors and client at DreamWorks Animation
- Animating shots of "Dinotrux" from layout stage adapted from storyboards all the way to polished final animation
- Completing episode shots with technical consideration to lighting, rendering, and compositing departments in order to maintain a smooth transition throughout the production pipeline

### **SELF EMPLOYED GAME CREATOR | Unity Game Designer and Programmer | January 2014 – Present | Coquitlam, BC**

Currently designing and developing an independent video game using the Unity engine. Working towards completing a game demo for the project to be playable publicly on web browsers. Working title "Gizmo's Adventure". Project website forthcoming.

- Game designed to be a 2D action title featuring 3D models and animations created in Maya
- Designing user interface elements in Adobe Illustrator and Photoshop and importing them into Unity
- Programming an extensive set of scripts written in C# for player, enemies, environment, and other game objects

### **CLICKTOY INTERACTIVE INC. | Character Animator and Rigger | April 2007 – July 2008 | Coquitlam, BC**

Reported directly to the art director and lead designer on the production of the award winning children's game "The Meadow". Created animations and control rigs for the 3D characters provided by the company's art team. Website at [www.clicktoy.com](http://www.clicktoy.com).

- Collaborated with the design, art, animation, and programming teams throughout every stage of production
- Supervised the creation of additional rigs and animations by the character design team during development
- Involved in quality assurance testing during the final stages of game production
- Efficient task management, productive collaboration with the team, and commitment to the project vision resulted in the release of "The Meadow", which has gone on to win several awards in quality children's entertainment

### **SURVIVORMATE IND. LTD. | Web Developer and Graphic Artist | October 2012 – March 2015 | Coquitlam, BC**

Reported directly to and collaborated with the company owner and president to meet the challenges of promoting industry leading emergency preparedness products in the online media space. Company website at [www.survivormate.com](http://www.survivormate.com).

- Built the company's website and online store. Designed entire website layout and developed in WordPress
- Worked with distributors and salespersons by providing custom email addresses, technical troubleshooting, and other necessary tasks that contribute towards the success of product sales
- Designed brochures, signs, order forms, and other artwork in order to promote company products online and at venues

### **KRIS HANZEK WEB DESIGN | Web Designer and Developer | October 2012 – March 2015 | Coquitlam, BC**

Freelance website designer and developer offering services to clients including website building, web hosting, database management, and consultation. Online portfolio and list of web clients available at [www.khanzek.com](http://www.khanzek.com).



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## EDUCATION BACKGROUND

### ART INSTITUTE OF VANCOUVER | July 2005 – December 2006 | Burnaby, BC

- Earned a diploma for the completion of the Animation Art & Design and Foundation for Design program
- Formally trained and proficient in 3D character animation and rigging
- Studied the fundamentals of art and design, as well as drawing, 2D and 3D animation, and film editing

### BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY | May 2012 – October 2012 | Vancouver, BC

- Completed the Technical Web Designer certificate program with distinction at BCIT's downtown Vancouver campus
- Studied a wide range of fundamental and cutting edge web development programs, tools, and techniques
- Assumed a visual design direction role during multiple group projects
- Developed a complex and dynamic blog and community website using Drupal
- Built responsive websites to be compatible on mobile devices
- Created digital website mock-ups for efficient project workflow

## SOFTWARE SKILLS

### AUTODESK MAYA AND ADOBE PREMIERE PRO

- Formally trained and proficient in 3D animation, rigging, and film editing - portfolio at [www.khanzek.com](http://www.khanzek.com)
- Adept at rigging, skin-weighting, and creating blend shapes, which are essential steps in producing believable animations
- Knowledgeable in creating 3D character models, environments, UV maps, textures, and scene lights
- Able to comply with the technical requirements of game development when creating art assets

### UNITY, MONODEVELOP, AND C# SCRIPTING

- In the process of developing an independent computer game with the Unity game engine
- Knowledgeable in creating game scenes by importing models, animations, and other art assets created in Maya
- Strong understanding of Unity's interface and the use of game objects, cameras, prefabs, hierarchies, scenes, and animation trees
- Able to write code in C# and JavaScript languages in MonoDevelop, Unity's built-in programming software

### ADOBE PHOTOSHOP, ILLUSTRATOR, DREAMWEAVER, AND FLASH

- Used Adobe Creative Suite programs to design wireframe and mock-up layouts for web pages
- Experienced in creating digital and printed artwork using Adobe Photoshop and Illustrator
- Able to create GUI assets for importing in Unity

### WEBSITE DEVELOPMENT – HTML5, CSS3, PHP, MySQL, JAVASCRIPT, JQUERY, WORDPRESS, AND DRUPAL

- Thoroughly knowledgeable in different versions on HTML and CSS, including modern HTML5 and CSS3 standards
- Able to develop mobile and responsive sites using device-sensitive techniques such as media queries
- Adept at developing secure user-validation scripts with both PHP and JavaScript
- Able to enhance any website with powerful jQuery libraries and plugins
- Knowledgeable in creating and maintaining MySQL databases
- Built fully-featured and functioning websites using both WordPress and Drupal content management systems
- Able to use semantic tags, sitemaps, and Google Webmaster Tools for developing SEO-friendly websites

## REFERENCES

References to be provided upon request.