Ken Blocker

3D animator

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Education: **Animation Bachelor of Fine Arts** June 2023

Savannah College of Art and Design: Savannah, Gerogia
Courses of Study included:
Motion Capture, 3D Modeling, Unreal Engine Cinema,
Animation for Games, Mythology and World Religions.

Work Experience:

Federal Law Enforcement Training Center Oct 2018 - Jul 2019

Armed Security Officer
Responsible for installation security and protection of personnel and resources within the facility as well as the first responder to all incidents.

United States Air Force Sept 2012 - Sept 2018

Security Forces
In charge of crime scene investigation and acted as first responder to all incidents, enforced military law, in charge of protecting personnel and maintianed a variety of weapon systems while in charge of the base armory.

Software: Maya, Unreal Engine, Perforce, Motion Builder, Vicon (Shogun Live and Post) Shotgrid,

Skills: Strong Communication, Morale Building, Time-Management, MoCap Problem-Solving

Animation Works:

SCAD Animation Studios April 2022 - June 2023

Lead the team in mocap animation, animated scenes for "The Last Dungeon" (animated in Unreal 5) and choreographed action sequences

Gamejam 2022 March 2022 - April 2022

Animated three characters and imported them into Unreal Engine, assisted the team with set dressing (won best in show at SCAD)

Additional Groups:

Motion Capture Club: President Sept 2021 - June 2023

Lead meetings and taught motion capture clean-up in Vicon Shogun Post. Taught room usage with Vicon Shogun Live. Facilitated various projects including games, short films (animated and live action).