
Kirsten Senske

3D Generalist

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3201 Race Street
Philadelphia, PA 19104

Technical Skills

Software: Maya (Redshift, Arnold), Mudbox, NukeX, Substance Painter, Substance Designer, Modo, ZBrush, Adobe Suite, Unreal Engine, Sitecore, and Sitelmprove

Programming Languages: C++, Java, Python 3, and HTML

Visual Art/Other: Storyboarding, Illustration, Creative Writing, Watercolor, and Acrylic Painting

Relevant Coursework

Animation I, II
CGI I, II
Digital Compositing I, II
Design I, II
Lighting and Surfacing
Creative Concept Design

Honors and Awards

CSL Behring IMPACT Award, FOR WORK ON EIU : SUFFERING IN SILENCE CAMPAIGN—2020

CSPA Silver Crown Award FOR "WINDSCRIPT 2018", COLUMBIA SCHOLASTIC PRESS ASSOCIATION—2019

Activities

SIGGRAPH Drexel Chapter, MEMBER—2018-PRESENT

Drexel Dance Ensemble, MEMBER—2018-PRESENT

National Honors Society, MEMBER—2017-2018

National Art Honors Society, VICE PRESIDENT—2016-2018

Education

Bachelor of Science in Animation/VFX
Anticipated Graduation June 2023

Drexel University Philadelphia, PA
Cumulative GPA: 3.62

Experience

CSL Behring / Digital Communications Co-Op

APRIL 2020 - SEPTEMBER 2020, REMOTE/GLOBAL

- Charged with creating animations and digital graphic assets for CSL Behring's internal and external communication channels
- Collaborated with employees globally and locally in order to receive feedback and produce content in accordance with CSL's brand guidelines
- Designed concepts for global projects and analyzed graphic assets on competitor social channels

Drexel Animation Group / Event Coordinator, Board Member

SPRING 2019 - PRESENT, PHILADELPHIA

- Conduct and develop creative projects for the group to promote creativity and interest in 2D illustration, 2D animation, and stop motion animation
- Serve as a provider for conceptualizing future 2D animation & stop motion projects
- Develop information for 2D and stop motion on PowerPoint slides for meetings

Windsript / Editor-in-Chief

SUMMER 2015 - SUMMER 2018, FOLSOM

- Selected, edited, and created spreads for the literary arts magazine
 - Dealt with finances and trained students to use the Adobe InDesign software
 - Met required deadlines to create the final magazine product within 9 months
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Recent Projects

Suffering in Silence Campaign / Storyboarder and 2D Animator

APRIL 2020 - SEPTEMBER 2020, REMOTE/GLOBAL

- Built storyboards based on the *Suffering in Silence* whitepapers in order to turn copywritten research into visual content
- Developed assets and built a 2D animation using Adobe Animate and Premiere Pro
- Collaborated with employees globally in the Asia-Pacific region in order to produce translated versions of the animation and implement feedback received by EIU team

Amitié / Modeller, Texturer, and Animator

WINTER 2020, PHILADELPHIA

- Created storyline and storyboards for original animation
 - Modeled, textured, and animated aspects of animation with team partner to create a cohesive world
 - Composed fully rendered animation using Redshift and edited assets in post using NukeX and Adobe Premiere Pro
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