Kirsten Senske
Environment Artist

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LOCATED:
Philadelphia, PA

Education

B.S. | 2023 | Magna Cum Laude
ANIMATION & VFX
Drexel University

MINOR I
DANCE
MINOR II
PSYCHOLOGY

Skills

- 3D Modeling
- Lighting & Surfacing
- Lookdev
- Animation
- Compositing
- Video Production & Post
- Graphic Design
- 2D Animation
- Illustration

Tools

- Autodesk Maya
- Substance Designer
- Substance Painter
- ZBrush
- Unreal Engine
- Python
- Adobe Creative Suite
- Nuke
- SpeedTree

Honors & Awards

NHSDA | Chapter Member | 2022 - PRESENT
Dean's List | 2018 - 2023
CSL Behring IMPACT Award | 2020
CSPA Silver Crown | "Windscript" | 2019

Leadership

Drexel Animation Group
President | 2022 - 2023
Event Coordinator | 2019 - 2022
Drexel SIGGRAPH Chapter
Member | 2018 - 2023
Drexel Dance Ensemble
Dancer | 2018 - 2023
Choreographer | 2023

Experience

2022 - 2023
TEXTURING AND SURFACING LEAD
WHIRLYBIRDS | "SPROUTING SPIRIT" | PHILADELPHIA

- Developed 3D procedural materials to be utilized across 200+ assets within five unique environments in the "Sprouting Spirit" senior capstone short film
- Surfaced three hero character models using Substance Painter and Substance Designer
- Crafted hand-painted cards to be implemented into SpeedTree for foliage development
- Integrated design elements from concept work into fully realized materials applied to objects in scene

2021 - PRESENT
PROGRAMMING MANAGER
PHILADELPHIA LATINO ARTS AND FILM FESTIVAL | PHILADELPHIA

- Manager of back-end resources responsible for keeping team members and collaborators (such as filmmakers and third party organizations) accountable for tasks and deadlines
- Liason to collaborators of the festival locally and globally
- Organize and prepare content to be utilized in social media campaigns and events within the festival season
- Responsible for handling NDA and time sensitive materials

2021
3D ARTIST
RESEARCH | "A MEMORY OF THE OUTDOORS" | REMOTE

- Designed a concept for developing an environment within Unreal Engine
- Created 3D assets in Maya using concept work
- Surfaced all assets using Substance Painter and Substance Designer material instances within Unreal
- Simulated, lit, and rendered environment while utilizing Unreal Engine's Niagara special effects and camera actor tools

2020
DIGITAL COMMUNICATIONS
CSL BEHRING | REMOTE

- Charged with creating 2D 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 brand social channels