

KWAME HAWKINS CG ARTIST

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Education

2001 -2004	M.F.A. in Computer Art Savannah College of Art and Design	Savannah, Georgia
1994-1999	B.S. in Technology Education North Carolina State University Minor in Graphic Communications	Raleigh, North Carolina
2001	Certificate in Web Development Harcourt Learning	Online program

Work Experience

2004- Current	Living Arts College	Program Coordinator and Professor of Animation and Game Design Department	Raleigh, North Carolina
		<ul style="list-style-type: none"> Manage the Animation and Game Design Academic department Schedule Faculty for classes Manage departmental student issues. 	
2014	Breakiron Animation and Design	Contract Motion Graphic Artist Cree, Inc.	Raleigh, North Carolina
		<ul style="list-style-type: none"> Created a trade show promotional piece for Cree, Inc. 	
2012-2013	I Creative Network	Contract Motion Graphic Artist	Raleigh, North Carolina
		<ul style="list-style-type: none"> Built motion graphic elements for a series of advertisements for the law firm of Rue, Ziffra and Caldwell. 	
2012	Breakiron Animation and Design	Contract Composer Unwanted Presence	Raleigh, North Carolina
		<ul style="list-style-type: none"> Composited movie's VFX shots 	
2012	Breakiron Animation and Design	Contract Motion Graphic Artist	Raleigh, North Carolina
		<ul style="list-style-type: none"> Created motion graphics for a spec ad for ESPN's SEC Channel 	
2011	Breakiron Animation and Design	Contract Motion Graphic Artist	Raleigh, North Carolina
		<ul style="list-style-type: none"> Built a motion graphics piece for the website Short Bus Radio 	
2008-2009	Self-Employed	Freelance CGI Artist / Production Manager	Raleigh, North Carolina
		<ul style="list-style-type: none"> Worked as managing artist on an animated television pilot 	
2007	Center for Justice	Motion Graphic Artist	Raleigh, North Carolina
		<ul style="list-style-type: none"> Created motion graphic pieces for an informational video 	
2001-2004	WSAV	Graphic Artist/Production Tech	Savannah, Georgia
		<ul style="list-style-type: none"> Created on-air graphics for news casts In-studio camera operator In-studio teleprompter operator On-location camera operator, floor director and jib arm grip 	

Skills

Character set-up	Character Animation	Character modeling and Digital Sculpting	Storyboarding	Mobile Gaming, Android
Non-linear editing	Motion Graphics	Maya Dynamics Systems	Experience Mel Scripting	Experience C#
Experience Java Script	Lighting and Rendering	Compositing	Surfacing Artist	Education and Training
Website Development	HTML	CSS	Curriculum development	PC and Web Gaming