



kevin primm

kevinbprimm.com

kevin.primm@gmail.com

817 637 2255

ENTERTAINMENT DESIGNER

OBJECTIVE

I'm an entertainment designer looking for a full time position with a themed entertainment studio that allows me to continue to develop my 3D visualization/design skills while providing me with an environment to grow and lead others around me.

PROFESSIONAL EXPERIENCE

Designer

Thinkwell Group, Los Angeles CA

2013 - Present

- Direct entire modeling efforts for major attractions, resorts, and museums
- Follow designs on 5 major projects from concept through production
- Utilize software for 3D POV rendering, drafting, and 3D interactive ride-through simulations
- Manage the 3D modeling team as well as the pipeline, standards, and organization of that team.

Production Intern

Leviathan, Chicago IL

2012

- Concept design, development, and fabrication for DJ Amon Tobin's ISAM Live 2.0 seen by thousands of fans worldwide
- Early concept and game design for Disney project installed January 2013
- CG generalist for broadcast media and concert visualization

ACADEMIC EXPERIENCE

Take Shape

Children's Museum of Pittsburgh

2012

- Designed, fabricated, and installed an exhibit in the makeshop teaching 3D modeling to kids ages 3-12
- Designed physical exhibit, built and fabricated museum elements that worked with the hardware and software

Future Energy USA

Chicago Museum of Science and Industry

2012

- Visualized art direction while also producing the art and motion graphics for the exhibit

EDUCATION

Carnegie Mellon University

Entertainment Technology Center, Pittsburgh PA
Master of Entertainment Technology

2013

Texas A&M University

College of Architecture, College Station TX
Bachelor of Science in Visualization Science
Minor in Math, Minor in Art & Architectural History

2011

SOFTWARE

Proficient:

AutoCAD - Sketchup - Maya - Lumion
Octane - Mental Ray - Photoshop - Unity
Illustrator - InDesign - After Effects

Working Knowledge:

VRay - Rhino - 3DS Max - Premiere
SolidWorks - Touch Designer FTE - Houdini
C++ - C# - Python - Java Script

SKILLS

Modeling - Texturing - Lighting - Rendering
Facades - Vehicle Design - Ride Simulations
Fabrication - Motion Graphics - Exhibits

AWARDS

Take Shape SIGGRAPH Dailies 2013
Student volunteer at SIGGRAPH 2012
Running Out of Steam SIGGRAPH Dailies 2011
Outstanding Student 2009
NFIB Young Entrepreneur Scholarship 2007

ACTIVITIES

TEA Member
ACM SIGGRAPH Member
AIGA Member

INTERESTS

Disc golf, photography, travel, card magic, concert visualization, and urban art