

Kainoa Keliihanui

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Profile: 3d Generalist and Graphics specialist with a Bachelors of Science Degree in Visual Effects & Motion Graphics. I am extremely passionate about my craft, highly self motivated, and I am always willing to share what knowledge I have with others. I strive to learn and am able to adapt to new software efficiently in an individual or team based environment.

Program Knowledge:

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premier
- Autodesk Maya
- Autodesk 3ds Max
- Maxon Cinema 4d
- The Foundry's Nuke
- PF Track
- Headus UV Layout
- Final Cut Pro

Proficiencies

- Hard Surface & Organic Modeling
- Advanced Texturing & Lighting
- Video Editing
- Compositing & Color Correction
- Motion Graphic Animation & Broadcast Design
- Video Production
- Matte Painting
- 3d and 2d Camera Techniques

Education

The Art Institute of California - Orange County
Bachelors of Science in Visual Effects & Motion Graphics

Santa Ana, CA
October 2010-March 2013

Work Experience

Best Buy Tustin

Tustin, CA

August 2006-Present

Sales Associate/Senior for Home Theater & Magnolia Home Theater Department

- Designed Signage for in-store displays using Adobe Photoshop
- Assisted Customers in Sales environment
- Performed opening and closing tasks on a weekly basis
- Maintained visual displays for product and demo stations
- Handled back-end customer service with advanced installation orders and appointments
- Performed training of new hires

Homeowner's Friend Mortgage Company
February 2007-August 2007

Santa Ana, CA

Loan Officer

- Handled Customer Contact Phone calls
- Middle man for Appraisal Appointment setup
- Processed Loan paperwork
- Handled closing of Home Mortgage loans

Project Experience

"All For Nothing"- 3d Animated Short for Production Course

October 2012

- Motion Graphic Artist
 - Designed & Animated 3d Droid Heads-Up Display Layout
 - Designed & Animated Title Sequence for short film
- Production Rendering
 - Help with render set-up and organization of project files
- Prop and Set Texturing and Lighting
 - Helped with advanced model and texture set-up of props
 - Modeled background buildings and applied texturing
- Matte Painting
 - Designed set-extension for one camera scene
 - Painted matte set extension using Adobe Photoshop & After Effects
- Storyboarding
 - Performed pre-conceptual storyboard production for 3 scenes in film