



Kendall Lowinger

klowinger00@gmail.com | grendeldraws.com

Professional Experience

Children's Art Instructor *One River School of Art + Design (2023-Present)*

- Instruct digital art illustration and character design classes for students grades 3-12.
- Collaborate directly with assistant director of education on adjusting lesson plans.

Resident Assistant *Moore College of Art & Design (2021-2022)*

- Managed a floor of around 30+ students ranging from freshman to senior.
- Designed and conducted 4 programs a year on topics such as life skills, mental health awareness, diversity, and career development both in person and remotely.
- Cultivated a positive living environment with other resident assistants.
- Executed administrative duties such as writing incident reports, maintenance requests and duty logs.

Projects

"House" Animated Title Sequence (2023)

- Concepted and animated a title sequence for the movie "House" in a 4 week time frame.
- Selected as a finalist at MODE Fest an international motion design competition.

"GardenofEden.exe" Senior Thesis (2022)

- Developed a pipeline to create a 360/VR animated short film.
- Served as Director, Lead Animator, Environment Designer, and Composer.
- Winner of the Blick Art Materials Award for Excellence in Animation & Game Arts.

Women in Animation Anijam (2022)

- Collaborated in person and remotely with a team of 6 to complete a short film within the time limit of 72 hours.

"Fruits of Love" Student Film (2021)

- Planned and created a short film over a semester in a team of 3.
- Managed creative direction and post production.
- Responsible for rough animation, clean up, coloring, and compositing.

"Mega Wins" Thesis Film (2020)

- Collaborated with director to composite and establish final look of the film.

"Frontier Psychiatrist Reanimated" (2020)

- Participated in a team of 70+ animators with the goal of creating an interpretation of the music video "Frontier Psychiatrist" by The Avalanches.
- Concepted and animated 2 short form animations under 2 week deadline.

Education

Moore College of Art & Design (2018-2022)

- Graduated with a BFA in Animation & Game Arts with a minor in Graphic Design.
- Summa cum Laude with a 3.9 GPA.
- Achieved Dean's list spring 2018 - 2022.

Awards and Honors

Visionary Women's Honors Program (2018-2022)

- Awarded highest scholarship offered at Moore College of Art & Design.
- Attended program based workshops discussing leadership, diversity, and inclusion.
- Created a presentation for the Visionary Women's Leadership Conference.

Penny Fox Fellowship (2021)

- Won competitive internship fellowship awarded by Moore College of Art & Design.
- Utilized funds to experiment with AR/VR projects.

Skills

Technical:

Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Adobe Animate
Adobe InDesign
Adobe Premiere Pro
Toon Boom Harmony
Blender
Zbrush
Google Suite
Microsoft Word
Powerpoint
Excel
Procreate

Personal:

Leadership Experience
Time Management
Meeting Deadlines
Working Under Pressure
Quick & Eager to Learn
Effective Communication
Diversity Education and Inclusion Training

Additional Activities:

Moore 2022 Peer Mentor
Member of Women in Animation
Member of Moore Animation Club
Active Participant in Online Zine Charity Projects
Freelance pet portraits