Kimberly Nutter (Koronya)

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SKILLS

Virtual Reality (VR) Development • VR Production • 3D Modeling • Rigging/Animation • Game Design • Shading/Lighting • Texturing & Map Creation • Environment creation • UV Mapping • Maya • Zbrush • Photoshop • Unity • Educator • Event Management • Community Management

PROFESSIONAL EXPERIENCE

Professor: Animation & Game Design (Contract)| conestoga college | september 2018 – present

* Modelling and Rigging I and II – Organic and Hard Surface Modelling, Character Rigging, UV Mapping, Blend Shapes
* Environment Constructs I - Single Player and Multiplayer Level Design, Lighting and Shading, Color Theory, Design Documents

Program coordinator (Contract)| princess margaret cancer foundation | september 2018 – march 2019

* Project managed planning and execution of week-long eSports fundraising event on behalf of PMCF “Quest to Conquer Cancer, hosted at Uken Games, Toronto.
* Worked with partners such as Twitch, Ubisoft, EGLX, Nintendo, Toronto Defiant, and Bethesda to execute against objectives.
* Create and managed Quest to Conquer Cancer website and worked with Tiltify to manage donors and donations.
* Recruited local and international Twitch and YouTube content Creators to participate in QTCC fundraiser.
* Produced a live Twitch stream event for seven days including: prize giveaways, guests, managed host and technical assistants.

3D aRTIST (VR Contract) | immersio, llc | may 2018 – july 2018

* Conceptualized and designed futuristic 3D cityscape for a seated VR experience on Google Cardboard.
* Met with clients weekly for review and feedback of design, mechanic implementation, user experience.
* Created and collaborated with other artists on architecture for 3D environments inside of Unity.

VR Developer/3D aRTIST (Contract) | phase 5 | may 2017 – JUNE 2017

* Created a complete stand-alone mockup bank branch for users to explore with intent of user feedback on layout.with the HTC VIVE.
* Created second additional VR “walk around” room-scale experience with interactive ATM machine to test customer experience with new concept design.
* Consulted and worked with Phase 5 on viable VR experiences based on goals and deadlines.
* Contracted and project managed additional Programmer with VR experience.

VR Developer/3d Artist| Breakthroughs film festival | feb 2017 – JUNE 2017

* Coordinated and developed idea of room-scale VR experience on the HTC VIVE for the film festival celebrating women in film.
* Created replica of the Royal Cinema (Toronto) lobby where VR experience was exhibited for Opening Party and Film Festival.
* Modeled and textured two complete environments highlighting aspects of chosen Artist’s work and legacy.

VR Developer/producer/3d Artist| “GLOBES” | JULY 2016 – PRESENT

* Room-scale VR experience on the HTC VIVE featuring an interactive story narrative set in New York City.
* Created all models, textures, lighting, story, and voice-over for a more personal experience.
* Featured for Arts Toronto (Oct 2016) “Women in VR” exhibition (April 2017) and Different Games selection (June 2017)

freelance 2d/3d ARTIST | feb 2013 – present

* Artist for 2016 Royal Ontario Museum selection “MicroMash” a four player arcade game set in the Cambrian Era.
* Created all 2D art assets for various game prototypes – including “Za Vas” (launching 2019 on iOS/Android).
* Modeled, Rigged and Animated characters and created 3D low poly art features for “Canadian Nuts” exhibited at 2015 Pan Am Games “Celebration Zone”.
* Collaborated with comic artist Michael DeForge and Jim Guthrie for VR art experience “Panel Scapes” exhibited at Bento Miso. Modeled and textured “Dead Horse” for use on Samsung Gear.

modelLer/project manager | virtual italian parks | june 2006 – april 2008

* Created in-world models in SecondLife for Sony Playstation 3 launch in Europe, Armani via Manzoni, San Pellegrino, Renault Italia, Costa Cruises, and the City of Rome.
* Defined project scope, activity and resource planning, developed schedules, coordinated with clients and vendors.

Key manager | outback steakhouse | july 2006 – april 2011

* Lead all front of house operations including: customer service, employee scheduling and relations.
* Opened and trained personnel at new Outback Steakhouse restaurants as a traveling Certified Trainer.

education

Bachelor of science, game art | feb 2013 | full sail university – winter park, fl

honors - advanced achievement award

**ASSOCIATES IN APPLIED SCIENCE, PARALEGAL STUDIES| APRIL 1999 | IVY TECH STATE COLLEGE – INDIANAPOLIS, IN**

**COMMUNITY & AFFILIATIONS**

volunteer coordinator | different games toronto | april 2017 – JUNE 2017

* Coordinated, scheduled, and managed volunteers for four-day arcade and conference held at OCAD university.
* Recruited volunteers through social media and held pre-conference meetings detailing job responsibilities.

co-creator/event coordinator | damage camp | 2017 | 2018

* Co-created annual event, arcade, and launch parties to celebrate diversity in games for Dames Making Games.
* Programmed and vetted speakers and artists for one-day conference and arcade.
* Coordinated and managed over 25 volunteers during three-day event.

**DAMES MAKING GAMES –** Member of Programming Committee, Director of VR programming, Run monthly VR Social, Coordinator for 2017 VR long program #spf90fps, Teach Intro to Maya courses, Community Outreach.

**HAND EYE SOCIETY –** Member and volunteer for Game Curious, and Safe Spaces Officer for Fancy Video Game Ball (2014-2018).

**TOJAM VOLUNTEER –** Help with organizing over 600 game designers over a three-day weekend at George Brown College.

**WILDFLOWERS ACTION GROUP -** Neighbourhood Association Chair and Board Member, (2017-Present)