

KENDALL STOWELL

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DIGITAL ANIMATION | 3D MODELING | GAME DESIGN | VIDEO PRODUCTION | CYBERSECURITY

EDUCATION

Bachelor of Fine Arts in Digital Animation, Cybersecurity minor

Missouri Western State University | Expected May 2026

RELEVANT COURSEWORK & INDUSTRY SKILLS

Digital Animation Production | Preproduction & Production | Character Animation | Story Clarity
Digital 3D Modeling & Lighting | Visual Composition | Lighting Consistency | Scene Transitions Video
Adobe Suite: Adobe Illustrator, Adobe After Effects, Adobe Photoshop | Linux | SQL | Python | Maya
|Unreal Engine | Zbrush | Harmony

RELEVANT EXPERIENCE

Freelance Animator | Missouri Western State University, St. Joseph, MO 2023 – Present
Digital Animation Student Organization

- Led color correction and final color grading, approving shading and lighting to ensure visual consistency, continuity, and alignment with artistic direction.
- Directed post-production workflows, overseeing asset refinement, compositing adjustments, and final output delivery while maintaining quality standards.
- Contributed across pre-production, production, and post-production pipelines, demonstrating strong understanding of end-to-end animation workflows.

Network 53 Intern | Omnilife VR, Kansas City, MO 2020 – 2021

- Assisted with gameplay documentation, level planning, and mechanics testing to support development of immersive VR.
- Conducted playtesting, documented bugs and UX feedback, and collaborated with cross-functional teams to refine game performance and balance.

ADDITIONAL EXPERIENCE

Associate | Homegoods, Liberty, MO 2022 – Present
B&B Frontliner | B&B Theatres, Liberty, MO 2021 – 2022