

# Kabrun Sharp

**3D Artist, Video Editor, Videographer/Photographer**

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## Work Experience

### Skills

CGI/VFX

Lighting

Texturing

Animation

3D Generalist

Video Editing

Videography/

Photography

Sony XDCAM

PXW-Z190W

Panasonic

HC-X2000

Lights

Color Correction

Live Shots

LiveU

### Software

Adobe Premiere Pro

Vray

Maya

3ds Max

Cinema 4D

Photoshop

Substance Designer

Zbrush

### Education

Bachelor in Media Arts  
and Animation.

The Art Institute of  
Portland

Portland, OR

Graduated Dec 2012

#### **Local News 8 (NPG)**

Idaho Falls, ID

Editor/Videographer

November 2022 - Present.

#### **Refuge VFX**

Portland, OR

3D Generalist

April 2022 - September 2022

Did VFX for film and TV. Used 3ds Max and Vray.

#### **Walmart**

Rexburg, ID

Fresh Department

November 2018 - April 2022

#### **HereNow**

Portland, OR

3D Generalist

March 2018 - April 2018

Lighting and rendering for in house display set up. Used 3ds Max and Vray.

#### **Pair of Thieves**

Portland, OR

3D Generalist

January 2018 - February 2018

Created 3d product renders. Used Cinema 4D and Arnold

#### **Deep Sky**

Portland, OR

3D Generalist

October 2017 - November 2017

Texturing and Rendering for Giro Product Visualisation. Used Cinema 4D and Arnold.

#### **Refuge VFX**

Portland, OR

3D Generalist

November 2016 - April 2017

Did VFX for film and TV. Used 3ds Max and Vray.

#### **9iFX**

Portland, OR

3D Generalist

May 2016 - April 2017

Did VFX for film and video. Used Maya, Cinema 4D, Vray and Arnold.

#### **Hive FX**

Portland, OR

3D Generalist

August 2013 - May 2016

Texturing, Lighting, and Rendering for NBCs Grimm and other TV. Maya, Cinema 4D, and Vray.