

# KENNY TRAN

## 2D FX Artist and Background Painter



### CONTACT

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Toronto, Ontario, CA

### EDUCATION

#### OCAD University, 2019

Bachelor of Fine Arts with  
distinction in Drawing and  
Painting: Expanded Animation

### KEY PRODUCTION SKILLS

- **2D FX Artist** (primary): Shot production, FX designs, and shot scouting.
- **Background Painter** (secondary): BG paint and colourkeys.
- **Problem solving** creative solutions for shots to stay within budget.
- **Adapting** to established style guidelines by the client.
- **Leading** work presentations to the team and to the client.

### SOFTWARE

- Toon Boom Harmony
  - TV Paint
  - Photoshop CC
  - After Effects CC
  - Cinema 4D
- Proficient in Windows and macOS work environments.

**References available  
upon request.**

### PROFILE

I'm a Canadian animator and visual artist with experience in feature film and high budget tv series productions, and am self-motivated to take on projects that pay special attention to detail and the final product. I am a detail oriented team player that excels in collaborative settings, and I always look forward to learning and growing my skills alongside like-minded individuals.

### EXPERIENCE

#### **Powerhouse Animation Studios** | 2D FX Artist May 2023 - Aug 2023

Worked on the animated short **Sonic Superstars: Trio of Trouble** for the client **SEGA**. Responsibilities include:

- animating 2D FX that includes explosions, dust, fire, and debris.

#### **Company 3 Animation** | 2D FX Artist Oct 2021 - April 2023

Working on the second season of **What If...?** for **Marvel Studios**, and a video game cinematic for **Free Fire** for **Garena**. Resp. include:

- animating 2D FX ranging from explosions, dust, smoke, energy, fire, and water.
- creating 2D FX designs and keys to be used for shot production.
- working closely with the 2DFX and 3DFX supervisors to ensure client success.

#### **Company 3 Animation** | Background Painter June 2021 - Oct 2021

Worked in the design team on the second season of **What If...?** for the client **Marvel Studios**. Responsibilities include:

- creating high quality paintings in the visual style of show.
- working with show directors and inhouse creative directors to deliver client approved artwork.

#### **Deluxe Animation Studios** | 2D FX Artist Dec 2020 - May 2021

Worked on the feature film **Space Jam: A New Legacy** for the client **Warner Bros**. Responsibilities include:

- producing 2D organic and prop FX; such as flags, raygun, sparks, and ACME truck.
- cleaning up 2D FX; such as explosions, smoke, rock debris, and speed lines.