

KENNY TRAN

Senior 2D FX Artist



CONTACT

kennywtran@hotmail.com
Toronto, Ontario, CANADA
www.kennywtran.com

EDUCATION

OCAD University, 2019
Bachelor of Fine Arts (BFA)
with distinction, Drawing
and Painting: Expanded
Animation

KEY PRODUCTION SKILLS

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

SOFTWARE

- Toon Boom Harmony
- TV Paint
- Adobe Creative Suite
- Davinci Resolve
- Microsoft Excel

Proficient in Windows and macOS workflows.

References available upon request.

PROFILE

I'm a Canadian animator and visual artist with extensive experience in feature film and high budget TV series productions. I bring strong artistic sensibilities, organized workflow execution, and a commitment to delivering consistent high quality results. I am a detail oriented team player with strong communication skills, and I always look forward to growing my skills alongside like-minded individuals.

EXPERIENCE

The SPA Studios | 2D FX Lead and Acting Supervisor
December 2025 - Present

- Designing and animating 2D FX for an upcoming project.
- Overseeing daily operations for the 2D FX team, providing shot assignments and feedback, and escalating key decisions to the directors.

Mercury Filmworks | Senior 2D FX Artist
August 2025 - December 2025

Worked on season 9 of **Rick and Morty** for the client **Green Portal Productions**. Responsibilities include:

- Ensured consistency of style, organized workflows, and shot scouting across episodes within fast production schedules.

Flying Bark Productions | Senior 2D FX Artist
April 2024 - August 2025

Worked on the upcoming feature film **Avatar: The Legend of Aang** for the client **Paramount**. Responsibilities include:

- Worked closely with directors to develop 2D FX designs for shots.
- Supported the 3D FX team by creating 2D FX mockups to better visualize the expected animation and style directions.
- Served as temporary scrum master for the Europe 2D FX team.
- Standard 2D FX shot production work.

Tonic DNA | Senior 2D FX Artist
January 2024 - March 2024

Worked on a paused TV series production. Responsibilities include:

- Designed and animated 2D FX for the opening title sequence.

Company 3 Animation | 2D FX Artist
October 2021 - May 2023

Worked on the second season of **What If...?** for **Marvel Studios**, a video game cinematic for **Free Fire** for **Garena**, and the feature film **Space Jam: A New Legacy** for the client **Warner Bros.**