

# Ken Ray

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## WORK HISTORY

### **Practicing Artist, Painter**

(See EXHIBITIONS, Page 2)

Studio located in Bellevue, WA, Online at www.kenrayart.com – to Present

### **Peer Advisor**

Advising students, parents and employers. Planning and promoting campus events.

**The School of the Art Institute of Chicago, Office of Career Development**

37 South Wabash, Chicago, IL January 2007 – May 2009

### **Gallery/Artist Assistant**

(Internship)

Hanging, packing, and shipping art; assisting with promotion and openings; assisting in the creation of large paintings.

**Thomas Masters Gallery**

245 W North Avenue, Chicago, IL June 2008 – May 2009

### **Creative Director**

Creating content for and directing a 3-person team producing print and online promotion of an innovative Instant Messenger application.

**Odigo**

New York, NY February 2000 – April 2001

### **Artist**

Creating 3D environments using 3D Studio, Alias/Wavefront PowerAnimator, Photoshop, and proprietary development tools for published video game titles: **Spider**, **Top Gear Rally**, **Twisted Edge** for the Sony PSX and the Nintendo 64.

**Boss Game Studios**

Redmond, WA December 1995 – September 1999

### **Artist**

Creating 2D and 3D characters, environments and animations for the published SNES titles **King Arthur and the Knights of Justice**, **Tarzan - The Video Game**, and CD ROM titles **Storybook Weaver**, and **The Rand McNally Atlas of World Wildlife** using Dpaint, Photoshop, 3D Studio, and proprietary development tools.

**Manley and Associates**

Issaquah, WA December 1993 – December 1995

### **Designer/Illustrator**

Designed, illustrated and executed large-format vinyl graphics for vehicles and signs.

Assisted sign painter in the execution of large-format hand-painted graphics and signage.

**Reid Signs**

Seattle, WA August 1992 – December 1993

## SOLO EXHIBITIONS

### **Plastic on Linen**

**Rain**, 2208 N 45<sup>th</sup> St, Seattle WA - September 1 – October 5, 2010

### **Atomizer, New Paintings**

**Bauhaus Books and Coffee**, 301 E Pine St, Seattle WA – July 8 – August 5, 2010

## GROUP EXHIBITIONS

### **HATE&HASTE**

**POTS Gallery**, 619 N. 35th Street, Seattle WA Aug 21 – Sept 14 2009

### **Curate *This***

**Base Space**, 280 S. Columbus Dr, Chicago IL April 5 – April 9 2009

### **SAIC Undergraduate Exhibition**

**The School of the Art Institute of Chicago**, Chicago IL Mar 20 – May 16 2009

### **BCC Alumni Exhibit**

**Bellevue Community College**, Bellevue WA Jan 12 – Feb 5 2009

## EDUCATION

**School of the Art Institute of Chicago** Chicago, IL January 2007 – May 2009

Degree: **Bachelor of Fine Arts**

**Bellevue Community College** Bellevue, WA January 2005-December 2006

## SCHOLARSHIPS, AWARDS

LeRoy Neiman Scholarship, SAIC Presidential Scholarship

SAIC Student Leader Award 2008, 2009

## EXPERTISE

### **Non-Digital Art Creation**

**Ink** and **graphite** rendering, hand drawn **cell animation**, **acrylic** and **oil painting** (including stretching, sizing canvas and linen), **encaustic**, **casein**, **egg tempera**, **monotype**, **lithography**, emulsion **photography**.

### **Digital Art Creation**

**Photoshop** (wide ranging experience dating back to version 1.0, 1990), **After Effects**, **Maya 9**, **Alias/Wavefront PowerAnimator**, **3DS Max** and **3DStudio**. Proprietary 3D development tools including **UNIX** AI editors. 2D tools including various proprietary map and tile editors for SNES, **Debabelizer**, **DPaint** and **Deluxe Animation**.