



Profile

Hello! I am Kennedy, a 3D artist based in the Chicago land area. With my passion of animation, I am confident in my ability to adapt to any enviroment, and situation.

3D

- Animation
- Rigging
- Modeling
- Texturing

SKILLS:

- Energetic
- Personable
- Problem solver
- Goal orientated
- Adaptable
- People-oriented
- Determined
- Responds and embraces critiques

SOFTWARE

- Maya
- Substance Painter
- Photoshop
- Toon Boom
- Excel

Kennedy Heiden

SHE/THEY



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Experience

JUNK FOOD JOB- RACCOON MODELER, ANIMATOR

September(2025) - May (2026)

- Worked with a team to deliver a fully modled, UV unwrapped, and textured model.
- Saw the full animation pipeline production of the model
- Created fully animated scenes, using 3 characters
- Was assigned more shots and sequences as a result of my work

RISE WIA COLLECTIVE, SECRETARY

September(2025) - December (2026)

- Fostered a safe environment for Animators and Storytellers to Network
- Collaborated with WIA to promote large scale events
- Organized notes and club tasks

GAMESTOP, DOWNERS GROVE- RK

September (2025)- present

- Improved upon skills of self-promoting
- Addressed performance critiques in a timely manner
- Portrayed an eagerness to learn

COMISSION

December (2025)-March (2026)

- Created a model based off of provided reference
- Communicated over long distances to deliver the model
- Created a diverse sheet of character designs

TROCH ARCHITECTURE,NAPERVILLE- INTERN

July (2025)-September(2025)

- Created a 3D environment based on architectural plans.
- Collaborated with Management to deliver clients requests.
- Developed a diverse portfolio for presentation.

Awards

Deans Scholarship
Honor Roll

Education

**COLUMBIA
COLLEGE
CHICAGO**

Major:
3D Animation