

# Kionna Ahlgrim

## Visual Effects Artist

A Visual Effects Artist with 1 year of experience in creating visually stunning and realistic visual effects for various projects. Proficient in industry-standard software and tools, with a strong understanding of the technical aspects of VFX production. Demonstrates a keen eye for detail, creative problem-solving skills, and the ability to work collaboratively in a fast-paced environment. Committed to delivering high-quality work on time and on budget, while continually seeking opportunities for growth and improvement in the field.

[kionna.ahlgrim@gmail.com](mailto:kionna.ahlgrim@gmail.com) 

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123 Maple Street, Louisville, KY  
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### Education

Bachelor of Fine Arts  
in Visual Effects and  
Animation at Northern  
Kentucky University,  
Highland Heights, KY

Aug 2018 - May 2022

Relevant Coursework: 3D Modeling and Animation, Visual Effects Techniques, Digital Sculpting, Texturing and Lighting, Compositing and Motion Graphics, Rigging and Simulation, Character and Creature Design, Storyboarding and Previsualization, Game Art and Design, and Film and Video Production.

### Links

[linkedin.com/in/kionnaahlgrim](https://linkedin.com/in/kionnaahlgrim)

### Skills

Houdini

Nuke

Maya

ZBrush

Substance Painter

After Effects

### Employment History

#### Visual Effects Artist at Kentucky Filmworks, KY

Mar 2023 - Present

- Successfully completed visual effects for over 50 projects within tight deadlines, resulting in a 98% client satisfaction rate and contributing to the company's revenue growth of 25% in two years.
- Streamlined the VFX pipeline by implementing new software and techniques, reducing project turnaround times by 20% and increasing overall team efficiency by 15%.
- Led a team of 5 artists on a high-profile project that won the prestigious Kentucky Filmworks Award for Best Visual Effects, generating positive publicity and attracting new clients to the company.

#### Junior Visual Effects Artist at Pixel Panache, KY

Sep 2022 - Feb 2023

- Created over 50 high-quality visual effects assets for a major AAA game project, contributing to its successful release and receiving positive feedback from both the team and clients.
- Streamlined the VFX production pipeline by implementing new techniques and tools, resulting in a 20% increase in efficiency and faster turnaround times for projects.
- Collaborated with a team of 10 artists on a high-profile advertising campaign, delivering stunning visual effects that helped the client achieve a 30% increase in brand visibility and customer engagement.
- Mentored and trained two new Junior Visual Effects Artists, helping them to quickly get up to speed and become valuable contributors to the Pixel Panache team.

### Certificates

#### Autodesk Certified Professional (ACP) in 3ds Max

Oct 2021

#### SideFX Houdini FX Certification

Jul 2020

### Memberships

Visual Effects Society (VES)

International Animated Film Association (ASIFA)