

# 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](http://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

### Purchaser

Researched, purchased and transported goods and services for an old-time, traveling circus.

**The Big Apple Circus** New York, NY July 2002 – May 2004

### 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

## PERMANENT ONLINE EXHIBITION

[www.kenrayart.com](http://www.kenrayart.com)

## 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

### **Bellevue College Alumni Show**

Gallery Space, D Building, room D 271, Bellevue College campus July – September, 2016

### **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**.