



KAYT BONTRON

Hard Surface Modeler,
Texture Artist

CONTACT

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🌐 kaytbontron.com

ABOUT ME

I'm a junior 3D artist, with a focus on texturing and hard surface modeling. I've had a passion for storytelling my whole life and look forward to helping bring ideas to life.

LANGUAGES

- English
- French (Graduated secondary school with Double Dogwood)



EDUCATION

• 3D Modeling for Animation and Games

LaSalle College Vancouver

2023-2025

Completed the full time diploma program, focusing on:

- 3D Modeling
- Texturing and Shading
- Lighting
- Compositing

HARD SKILLS

- Shading and Texturing
- Hard Surface Modeling
- Lighting

PROGRAMS

- Maya
- Zbrush
- Substance Painter
- Photoshop
- Arnold
- Unreal Engine
- Nuke

SOFT SKILLS

- Emotional intelligence
- Organizational
- Teamwork

WORK EXPERIENCE

- **Prep Cook / Line Cook** 2021-2022
Four Winds Brewering, Delta, BC (604) 940-9949
 - Worked as a team and alone to run the line
 - Performed opening and closing duties
- **Assembly Line Worker (Seasonal)** 2022-2023
Lush Cosmetics Distribution Centre, Vancouver, BC
 - Maintained pace with quick moving work
 - Worked as part of a team
- **General Election Poll Worker** 2019 & 2021
Hope, BC
 - Greeted and directed voters
 - Assisted with set up and take down
 - Maintained all Covid 19 Protocols (2021)