



(386) 506-1109 ethan@ethankearney.com linkedin.com/in/ethan-k-kearney ethankearney.com

As a graduate of the University of Central Florida with a Bachelor's in Studio Art, specializing in Sculpture and Illustration, I possess a creative and multidisciplinary perspective to visual storytelling and design. Complemented by a Digital Media minor, I have gained strong technical skills across industry-standard programs and practices. With a background in both traditional and digital processes, I excel in fabrication, fine art techniques, and combining digital and physical media. I am poised to make meaningful contributions to the industry through a commitment to craftsmanship, innovation, and thoughtful visual communication. Eager to apply my skills and knowledge, I actively seek opportunities to foster growth and drive progress.

## EDUCATION

*University of Central Florida - Orlando, FL* Graduated Spring 2025  
Bachelor of Arts, Studio with specialization in Sculpture and Illustration  
Minor: Digital Media

## EXHIBITIONS

*Light and Form - Painting and Sculpture Exhibition* 2025  
*Material Matters - Sculpture Exhibition* 2025\

## SELECT COMMISSIONS

*Strike Tallahassee - Fashion Magazine Graphics* 2022  
*Volusia Surf Lifesaving Association- Uniform Design and Promotional Materials* 2022

## PROFESSIONAL EXPERIENCE

*Aviano - Barista, Cleaning Crew* 2025-Current  
Provided exceptional customer service while preparing high-quality espresso beverages and maintaining a clean, efficient work environment at a specialty coffee shop

*Blood and Paper - Art Director* 2026

- Collaborated with the director and film crew to help shape the creative vision and ensure visual elements aligned with the story and tone of the short film
- Designed and developed visual assets and merchandise, contributing to the film's branding and promotional materials

*Directed Study with Robert Aiosa* 2025

- Researched extreme performance art and its integration with sculptural practice to inform my own performative works
- Designed and fabricated interactive and kinetic sculptures exploring themes such as power, surveillance, and domestic life
- Designed a solo exhibition exploring experimental installation strategies and audience interaction within gallery spaces

*Public Sculpture - Advanced Design Lab* 2024

- Designed and proposed a permanent sculpture for the UCF campus, featuring a shaded seating area to enhance student spaces
- Researched regulatory codes, permitting, and university guidelines to ensure compliance with public art installation standards
- Developed plans, including concept renderings and material proposals, as preparation for long-term campus integration

*Narrative Sculpture Installation - 3D Design* 2022

- Collaborated with a team of four to conceptualize, design, and construct a six-foot sculpture for a public arts exhibition
- Applied creative problem-solving and design techniques to develop a visually compelling and large-scale installation
- Showcased the piece at "UCF Celebrates the Arts 2022" at Dr. Phillips Center, contributing to a community arts event

*SP Plus - Valet Driver, Parking Attendant, Shift Lead* 2023-2025  
Provided efficient valet services, managed parking operations, and led shifts to ensure exceptional customer experiences.

*Volusia County Beach Safety - Lifeguard, Dispatch* 2018 - 2023  
Ensured beachgoer safety through vigilant lifeguarding, swift water rescues, and effective dispatch coordination.

## SKILLS

Illustration, Sculpture, Digital Art, Social Media, Drawing, Painting, Animation, Graphic Design, Character design, Photography, Woodworking, Machine Operation, Welding, Molding, Casting, Plasma Cutting, Spreadsheets, Surveillance, Cashiering, UI/UX Design, Digital Sculpting, Photo editing, Web design, CPR/AED

## SOFTWARE

Microsoft 365, Google Workspace, Adobe Creative Cloud, Adobe Animate, Adobe Audition, Substance 3D, Toon Boom, Procreate, Clip Studio Paint, Procreate Dreams, Autodesk Maya