



[kyle\_ea1994@yahoo.com] · [Portfolio] [651-352-8021]

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## [OBJECTIVE]

To obtain a paid internship position to demonstrate my unique skills in designing, as well as obtain new knowledge to constantly getting better.

## [SKILLS]

- 3DS Max
- Unity
- Mudbox
- Photoshop
- Word Office

## [COMPLETED COURSEWORK]

- Game Modeling
- Game Prototype
- Level Design
- Advance Level Design
- Material and Lighting
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- Hard Surface and Organic
- Team Production (Pre, I, II)
- Programing for Artist
- Game Production & Pipeline

## [EDUCATION]

B.S. of Game Art & Design

The Art Institute of Philadelphia (GPA: 3.5) 2014-2018

Award: Best of Quarter in Project Management; Member of Honors of Society.

## [RELATED EXPERIENCE]

07-2017 – 03-2018

Team production: 3D environment artist & main particle effect.

## [EXPERIENCE]

07-2015 – 04-2016

Kmart Cashier – Feasterville, PA

09-2017 – 01-2018

Saladworks Cashier – Newtown, PA