Kylee Kennington Resume

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Summary – Industry & Soft Skills

- Experience with low-poly hard-surface/organic modeling and texture mapping, especially for environment and prop design.

- Experience with life drawing, character design, and digital illustration.

- Experience working in multiple team-based projects to create playable game levels.

       - Responsibilities included:

             - Creating schedule

             - Conceptual work

             - Illustrating backgrounds, and assets

             - 3D modeling

             - Texturing

             - Importing assets

             - Completing steps of a production pipeline in a timely manner

- Experience contributing to a Game Development Team.

      - Leadership skills

      - Make friends easily, and get along with people

      - Work well as a team member, but can also be independent

      - Attention to detail

      - Imaginative and creative

      - Organized

Software Skills

* Photoshop
* Maya
* Zbrush
* Unreal Development Kit
* Flash
* Microsoft Applications

Experience

Funium LLC - November 2011 to February 2012

Artist Intern

* Helped create concept art for the game "Family Village"
* Developed concepts for user interfaces
* Created assets for user interfaces
* Organized information on the website
* Re-wrote forums

Freelance Work - August 2012 to Present

* Character Illustration for clients

Academic Experience

"Threat on Tchime" Game Prototype

In a team of three, I was responsible for creating concept art, low-poly 3D assets, working in UDK and creating the terrain of the world, as well as being the producer of the game, keeping everything organized, and making the schedule, while completing the necessary steps of a production pipeline in a timely manner.

"The Rescue of Astra" Game Prototype

In a team of five, I was responsible for creating concept art, forest backgrounds, forest assets, bedroom concept, as well as the bedroom assets all in a the steps of a production pipeline in a timely manner.

"Destination: Earth" Game Prototype

Working in Flash, I created a game on my own making the concept art, backgrounds, art assets, characters, as well as the coding for the game.  It consisted of a title screen, scoring interface, and two complete levels.

"Sci Fi Club" Scene Creation

I created a 3D environment based on concept art by an artist of our choice. I accomplished the modeling, texturing and placement of all items in the scene.

"The Odyssey: Courtyard" Scene Creation

I created a 3D environment based on concept art that I had created. I accomplished the modeling, texturing and placement of all items in the scene.

Education

Bachelor of Science in Game Art and Design - 2012 to 2015

- The Art Institute of Pittsburgh - Spring 2015

 - President’s List

 - Dean’s List

 - Honor Roll

Game Art and Design Program - 2011 to 2012

- The Art Institute of Salt Lake City

 - President’s List

 - Dean’s List

 - Honor Roll

General Education - 2009 to 2010

- Southern Utah University