

**Kyle Horne**

**3D Artist 512-954-7679**

**Austin, TX**

[KyleHorne3D@gmail.com](mailto:KyleHorne3D@gmail.com) [KyleHorne.com](http://KyleHorne.com)

Focus on Prop Modeling, Environments, Level Creation and World Building. 12 years collectively in 3D

**Video Games**

*Final Fantasy XV - A King's Tale*  
Animation  
*RIFT* QA  
*Gingerdead* 3D Art (PC)  
*Ur-Ine-Trouble* 3D Art (Mobile)

**Star Wars Holograms (3D)**

*Death Star Trench Run*  
*Kylo Ren*  
*Han Solo In Carbonite*

**Freelance Clients (3D Art)**

Chocolate Milk and Donuts,  
Arsenal Advertising, Rocksauce  
Studios, Joe Rothenberg Studios  
West Apps, Behold Games

**QA/CS**

Dropbox (Trusource Labs)  
Pole to Win America

**Product Test Focus Groups**

FBA Reviews, Crytek, Dell, uTest,  
Austin Tech Insights, User  
Research International

**Digital Journalism**

The-Gamer (Valnet) G2 Crowd,  
Examiner.com  
eHow (Demand Media)

**Volunteering**

IGDA, Captivate, GDC Online  
Conferences in ATX

**Companies**

**Heartflow** CT Analyst October 2016 – Present

- Using proprietary 3D software to Analyze CT scans of hearts, to convert voxel data into 3D models. DICOM format from hospital patients.
- Consulted with co-workers for challenging data sets, and anomalous cardiac anatomy, identified disease. Software Product used in Hospitals internationally.

**Zebra Imaging** Graphics Artist August 2015 - August 2016

- Created 3D Environments for three Star Wars Hologram products for Disney.
- Holograms for clients in Architecture, Military, Medical, and Commercial use.
- Packaging products, Inventory tracking for Star Wars box sets, and displays.
- Customer Support using Zendesk and Jira. Documentation for render, practices.

**Dropbox** Customer Support March - April 2015

- Email Support for customers using Client and Web App versions of Dropbox

**iD Tech** Instructor June-July 2014 August 2013

- Taught 3D courses to Teenagers 13-17 at universities across the United States
- Two week summer courses for Game Design Development with Unreal, Maya.
- Locations: TCU, Emory University, and University of Washington.

**Education**

**Full Sail University - B.A Science.** July 2008 - July 2010  
Game Art/Computer Animation (Class Audit March 2020 - Present)

**Penn State University - State College PA** June 2006 – May 2008  
Studied Communications with two years of general education credits.

**3D Art - Skills**

<b>Specialty</b>	<b>Modeling</b> Organic and Hard Surface, Sub-D. <b>Texturing</b> , UV Maps, Normal, Specular, Layer Based
<b>Medium</b>	PBR, <b>Lighting and Rendering</b> , Sculpting, Retopology, polygon reduction, optimization
<b>Improving</b>	Rigging, Technical Art, Animation, Scripting, Compositing, Node Based

**Software**

<b>3D Modeling:</b> Maya, ZBrush, Mudbox, 3DS Max	<b>QA/CS:</b> JIRA, Confluence, Topogun Alienbrain Fogbugz Mantis, Zendesk, G-Suite, Zoom,
<b>Texturing:</b> Photoshop, Materialize, Quixel	<b>3D Printing:</b> Netfabb, MeshMixer
<b>Rendering:</b> Octane Renderer, Arnold, Renderman,	<b>Production:</b> Perforce P4V, SVN, Drive, Slack, Telegram, Discord
<b>Game Engines:</b> Unreal 4, UDK, Unity	After Effects, Mixer Substance Painter,
<b>More:</b> Mixamo, Asana	