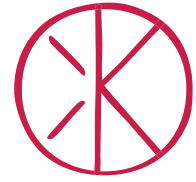


KYLE MARTIN

CHARACTER ANIMATOR FOR GAMES



CONTACT

KylePMart@gmail.com

tel 650.704.1043

REEL

www.KylePM.Art

LOCATION

Los Angeles, CA

SOCIAL

ArtSt : @KylePM

PROFILE

Character Animator with unique ability to combine storytelling, Unreal integration, and animation to craft striking and dynamic game characters.



SUMMARY OF SKILLS

ANIMATION

- Quickly develop and iterate keyframe animation.
- Highly expressive facial animation and deep understanding of body mechanics.
- Flexible in varying art and animation styles.

STORYTELLING

- Passionate and knowledgeable in conveying emotion and narrative.
- Critical and creative problem solving to create flowing and enjoyable stories.

ARTISTIC SKILLS

- Highly skilled at digital painting in stylized and realistic aesthetics for concept art and illustration.
- Drive for creative writing to build worlds and write narratives to deepen and further my other artistic work.

COMMUNICATION

- Hold peer-critiques for collective growth in both art and communication skills.
- Very adaptable to evolving work conditions.

SOFTWARE

- Maya
- Unreal Engine
- Substance Painter / Designer
- ZBrush
- Adobe Photoshop
- Procreate
- Adobe After Effects

AWARDS

Grand Prize Winner
Character Costume Design
Contest
Kong Studios, 2021
'Celestial Queen Bianca' skin for
Guardian Tales

INTERESTS

- Illustration
- Character Design / Concept Art
- Creative Writing
- Archery

PROFESSIONAL EXPERIENCE

Illustrator (Freelance) *May 2019 - Jan 2022*

Self Employed - Palo Alto, CA

- Digitally painted personalized portraits for clients in photoshop for milestone events based on reference material and guidelines to acclaim of recipients.
- Monitored and updated an inventory of art prints/merchandise for online and convention storefronts through coordination with manufacturers.

Mockup Artist & Intern *Jul 2018 - Aug 2018*

Montalvo Arts Center - Saratoga, CA

- Proposed photo-realistic mockups of art installations and exhibits to assist in previsualization and to streamline decision making.
- Assisted in planning, logistics, and execution of large-scale art exhibition.
- Collaborated with resident artists to complete their works for installation.

Contract Mascot Designer *Aug 2018*

Yumecon - Los Altos, CA

- Produced themed mascot character through iterative process in partnership with event head to hone and strengthen convention aesthetic, and to revitalize event advertising.

EDUCATION

Gnomon

Los Angeles, CA

Graduate

Certificate in Digital Production for
Entertainment: Game Art

Jan 2022 - March 2024

California College of the Arts

San Francisco, CA

Graduate

Bachelors in Fine Arts in Illustration

Aug 2014 - May 2019