

Kyle Field

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Phone #: (612)-710-7486

Education

B.S., Game Design and Development - Art Focus, University of Wisconsin - Stout, May 2016

B.F.A., Entertainment Design - Animation Focus, University of Wisconsin - Stout, May 2016

Minor in Art History, Graduated cum Laude (3.667 GPA), Graduate of UW - Stout Honors College

Experience

Internship (TwinRayj Studios) - 3D Modeling Intern (May 2018 to December 2018)

Responsible for working with Art Director to craft high-quality 3D Models from Concept Art (Modeling, Sculpting, Retopology, and Texturing with a PBR workflow)
Assets created included Characters, Creatures, and Props

Devotion - Upcoming Survival Horror Game, worked as a Freelance Character Artist to craft several realistic characters for use as corpses (2017)

Home Sweet Gnome - Survival Horror Game, chosen as UW-Stout's submission to the E3 College Game Competition (2015)

Team Lead, Concept Artist, Environment/Prop Modeler, UV Artist, Rigger, Animator, Creator of Game Concept, Lead Pitch Speaker

Heroes of Motus - 3D Animated Children's Show Concept, mock-pitched to the department heads at the Jim Henson Company (2014)

Character Artist, Rigger, Animator, Concept Artist, Co-Writer, Pitch Speaker

Fantasia Project - 3D Animated Musical Short, chosen to be showcased as part of the UW-Stout Black Tie Gala (2013)

Storyboard Artist, Modeler, Rigger, Animator

Earth Defender - 2D Retro Arcade Game, voted "Best In Show" at UW-Stout Game Launch Event (2011)

Lead Artist, Lead Animator, Game Designer, Pitch Speaker

Software



Autodesk Maya



ZBrush



Marmoset
Toolbag



Adobe
Photoshop



Substance
Painter

Current Employment

Freelance Digital Artist (June 2017 to Present)

Deli Worker - Target (May 2016 to June 2017, December 2017 to Present)

3D Modeling Intern - TwinRayj Studios (May 2018 to Present)



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Digital Artist