kkolar246@yahoo.com

**Kyle Kolar**

Character/Prop Artist

949-939-8997

[www.kolarart.com](http://www.kolarart.com/)

Dedicated and creative artist with a talent for conveying emotion, telling a story, and bringing a unique personality to every piece he works on. Collaberates well with others to generate quality work, even within strict deadlines. Earned a reputation for being passionate, positive, hard working, and doing everything he can to help friends and team members.

# SOFTWARE KNOWLEDGE

ZBrush xNormals

Maya Headus

3D Studio Max Marmoset

NDO Photoshop

# SPECIALIZATIONS

3D Character Modeling/Conception

3D Prop Modeling/Design

2D Character Design/Illustration

# PROJECT EXPERIENCE

**Art Director** Nov. 2012- 2014

Bad Moon Industries

-Motivated and encouraged team and tracked the timeline for milestones

-Created dozens of 3D assets and characters

-Supervised several artists in order to maintain a specific tone/style

-Won the Best Art award at the 2013 GameSig conference

**Lead Concept Artist** March-May 2014

WagTree, LLC

-Created several characters for a book/movie pitch

-Worked closely with author to bring his vision to life

# 3D Scan Technition

TNG Visual Effects

-Cleaned up 3D full body scan of model

-Fixed Geometry

-Added skin detailing and tattoos

-Prepared final model for 3D printing

# Lead Modeler

Level Creation

-Worked with a group to create a short next gen level

June 2014

Feb. 2012- May 2012

-Modeled several high poly “Hero Props” and bosses for our level

# Artist/Sales Accociate

Emerald Knights Comics and Games

-Painted 3d models

-Designed art for the store

-Designed shirts

2015-Current

**EDUCATION** September 2013

The Art Institute of California – Orange County Bachelor’s Degree of Science in Game Art & Design Honors List