

# Kyle Kolar

Character/Prop

Artist

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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. Collaborates 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 Technician

June 2014

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

Feb. 2012- May 2012

- Worked with a group to create a short next gen level
- Modeled several high poly "Hero Props" and bosses for our level

### Artist/Sales Associate

2015-Current

Emerald Knights Comics and Games

- Painted 3d models
- Designed art for the store
- Designed shirts

## EDUCATION

September 2013

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