

# Kyle Horne

[KyleHorne3D@gmail.com](mailto:KyleHorne3D@gmail.com)

[KyleHorne.com](http://KyleHorne.com)

3D Graphics Artist Austin, TX

512-954-7679

## Video Games

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 Adverting  
Rocksauce Studios  
Joe Rothenberg Studios  
West Apps, Red Barrel, Behold

## QA/CS

Dropbox (Trusource)  
Pole to Win America

## Product Tests

Crytek, Dell, uTest  
Austin Tech Insights  
User Research International

## Web Writing

G2 Crowd  
Examiner.com  
eHow (Demand Media)

## Teaching

ID Tech

## Volunteering

IGDA, Captivate, GDC Online  
Conferences in ATX

## Industry Experience

10 years collectively in 3D

### **Heartflow** Cardiac CT Analyst October 2016 – Current

- Using proprietary 3D software to Analyze CT Scans of human hearts, to convert DICOM voxel data into 3D models, and reports sent to doctors to assist in diagnosing and treating Coronary Artery disease.
- Placing Curve data points in 3D space to map out Main vessels, Sculpting a 3D model along those data points and comparing that to black and white Scan data.
- Completed all training and Certification levels, followed company procedures, and documentation meeting FDA and HIPA standards.

### **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, Private Investors and Corporations.
- Packaging products, Inventory tracking for Star Wars box sets, and displays.
- Customer Support using Zendesk. Documentation for art, render, practices.

### **Dropbox** Customer Support March- April 2015

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

### **iD Tech** Instructor July 2014 June 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.
- Location: Christian University, Emory University, and University of Washington.

## Education

**Full Sail University** July 2008 - July 2010  
**Bachelor of Science in Game Art**

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

## 3D Art

### Strengths

3D Prop Modeling and Texturing, UV Maps.

### Medium Skill

Lighting and Rendering. 3D Sculpting, Material Nodes

### Improving

PBR, Rigging, Technical Art, Animation, Scripting, Compositing.

## Software

**3D Modeling:** Maya, ZBrush, Mudbox, 3DS Max  
**Texturing:** Photoshop, xNormal, CrazyBump, Quixel  
**Rendering:** Octane Renderer, Mental Ray  
**Game Engines:** Unreal 4, UDK, Unity

**QA/CS:** JIRA, Confluence, Topogun Alienbrain Fogbugz  
Mantis, Zendesk  
**3D Printing:** Art Cleanup using: Netfabb, MeshMixer  
**Production:** Perforce P4V, SVN, Drive, Slack, Telegram