

# Kyle Horne - 3D Graphics Artist

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## Industry Experience

### Video Games

RIFT QA  
Gingerdead 3D Art (PC)  
Ur-Ine-Trouble 3D Art (Mobile)

### Star Wars Holograms

Death Star Trench Run 3D Art  
Kylo Ren 3D Art  
Han Solo In Carbonite 3D Art

### Freelance Clients

Arsenal Adverting 3D Art  
Rocksauce Studios 3D Art  
Joe Rothenberg Studios 2D Art  
West Apps, Red Barrel, Behold

### QA/CS

Dropbox (Trusource)  
Pole to Win America

### Product Tests

Crytek  
Dell  
Austin Tech Insights  
User Research International

### Web Writing

G2 Crowd  
Examiner.com  
eHow (Demand Media)

### Teaching

ID Tech

### Volunteering

IGDA  
Captivate  
GDC Online

## 3D Art

8 years in 3D for Videogames and Apps, Also some time in QA/CS.

### Strengths

- Asset Creation: 3D Modeling and Texturing, UV and Maps. (Maya, Photoshop)
- Environment Art and Design using Game Engines (Unreal)

### Medium Level

- Lighting and Rendering (Octane/Mental Ray)
- 3D Sculpting (Zbrush, Mudbox)
- Compositing and Animation

### Needs Improvement

- PBR Workflow using Substance
- Rigging and Technical Art, Scripting

## Zebra Imaging

Graphics Art and Support

August 2015 – August 2016

- Created 3D Environments for three Star Wars Hologram products for Disney.
- Commercial 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 to Teenagers 13-17 at three universities across the United States
- Two week summer long courses for Game Design Dev Academy on location.
- Texas Christian University, Emory University, and University of Washington.

## Education

### Bachelor of Science in Game Art

Full Sail University

July 2008 – July 2010

Video Game Developed in 5 months (Gingerdead)

### Penn State University

June 2006 – May 2008

Studied Communications with two years of general education credits.

## 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