**Kyle Hoover**

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909.633.8556

**Software**

Autodesk Maya, Autodesk 3DS Max, Unreal Engine 4, Unity 4, xNormal, Substance Painter, Quixel Suite, Adobe Photoshop CC, Pixologic ZBrush

**Skills**

3D Modeling (Photo-Real, Environment, Prop, Vehicle, Character, High to Low Poly Projection), Blueprints, Scripting, Texture Mapping, PBR Materials, Animation, Dynamics, Particle Simulation and Rendering

**Creative Experience**

**Dark Rift Entertainment**

Associate Environment Artist

∙ Create environment assets in order to enhance level awesomeness

∙ Retopologize and optimize assets to reduce hardware combustion ratio

**Albatross Game 03/2016 – 03/2016**

Freelance Artist

∙ Deliver quality 3D assets based on concept art and included color palette

∙ Keep constant contact with team lead to ensure satisfaction

**Art Institute of Inland Empire 01/2015 – 09/2015**

Tutor College Students in Maya, 3DS Max, and Photoshop

∙ Teach and demo fundamentals of modeling, animation, and image manipulation

∙ Troubleshoot students’ problems with software

**One on One Tutoring 10/2012 – 01/2015**

Tutor for All Ages (K-12, College Level Classes, SAT Prep)

∙ Review difficult homework with students

∙ Utilize fun and memorable strategies for effective learning

**Work Experience**

WyzAnt - Tutor **02/2012 – 10/2012**

∙ Help students focus on material covered in session.

George’s Sierra Shell - Cashier/Utility **01/2011 – 04/2011**

∙ Establish good customer service and maintained a clean establishment.

Abercrombie & Fitch - Stock/Inventory **08/2008 – 08/2010**

∙ Convey a helpful demeanor and arrange merchandise in its proper area.

**Education and Training**

Art Institute of California - Inland Empire **2012 – 2015**

∙ Bachelors of Science - Game Art and Design

∙ President’s List and Dean’s List Honors Graduate

∙ 3.66 GPA