

Kyle Schwiebert

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Objective

Create meaningful and enjoyable interactive experiences while displaying passion and focus in creating life through animation.

Professional Experience

January 2017 – May 2017

Animation Intern | E2i Creative studio | Orlando, FL

Tasked with generating animation assets for the current project at E2i studios. This included generating skeletons, rigs, and life like animations for a VR training experience.

Skills

Software:

- Autodesk Maya
- Adobe Photoshop & After Effects
- Microsoft Office & Google Docs
- Audacity
- Perforce, Tortoise SVN

Level Editors:

- Unity
- Unreal Engine 4

Animation:

- Rigging and skinning 3d models
- Generate expressive lifelike animations
- Produce assets in sprint based workflow

Additional Skills:

- Research oriented development
- Documentation writing

Game Projects

2016 “Lucid Shift” Creative Director and Animator (Team of fifteen)

Single player, first person puzzle game

- Creatively lead a team of fifteen to produce a game experience
- Designed and implemented 3d assets
- Rigged and animated 3d assets

2016 “Merry Mayhem” Technical Artist and Animator (Team of ten)

Single player, Twin stick shooter action game

- Designed and implemented rigs for multiple 3d characters
- Animated and retargeted multiple characters

Education

- University of Central Florida
- Digital Media: Game Design | Graduated July 2017