

# KYLE PARSONS

## 3D CHARACTER ARTIST

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MONTREAL, CANADA

438 880 6386

## WORK EXPERIENCE

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### EA VANCOUVER/POPCAP

APRIL 2015 – APRIL 2016

Character Artist – Plants Vs Zombies: Garden Warfare 2

- Created player character and boss character high poly models, low poly models, textures and shaders
- Worked from loose concept art, with the art director, to develop the final look and feel of the characters
- Worked with PBR and Frostbite to achieve high quality current gen visuals
- Polished existing assets and assets created by external studios to meet quality standards

### VALVE SOFTWARE

JULY 2012 – MARCH 2015

Freelance Character Artist – Dota 2

- Created Dota 2 character armor, weapons and promotional artwork which has been integrated and sold within Dota 2
- Modeled high and low poly characters, armor and weapons
- Skinned armor and weapons to existing character rigs
- Followed exacting budgets and guidelines for creation and integration of props and characters to Dota 2

### KERBEROS PRODUCTIONS

FEB 2012 - AUG 2012

3D Artist – Cancelled Project

- Design and modeling of environments, buildings, interiors and props
- Research and development of new and improved workflows for the art team
- High poly modeling, low poly modeling, baking and texturing of assets

## EDUCATION

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### ART INSTITUTE OF VANCOUVER

2007 – 2009

- Certificate in 3D Modeling for Animation and Games

## SKILLS

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- Ability to work effectively in a number of art styles
- Able to quickly learn and adapt to new tools/workflows
- Strong technical knowledge including scripting and programming
- Ability to give and receive feedback and use it to improve or iterate during development
- Self Motivated to complete tasks to the highest quality

## SOFTWARE EXPERIENCE

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- Autodesk Maya
- Autodesk 3d Studio Max
- Pixologic Zbrush
- Adobe Photoshop
- Substance Painter
- Marvelous Designer
- Unity, Frostbite, Unreal Engine 4