

Kyle Van Meurs

Objective

To build a career as a concept artist for the digital entertainment industry

Education

2005 - 2008 Cogswell Polytechnical College Sunnyvale, CA
BA Digital Art and Animation with concentration in 3D Modeling.

- Graduated Cum Laude. Outstanding Student
Achievement award for the Digital Art and Animation track.

2002 - 2005 Folsom Lake College, EDC El Dorado, CA
General education and traditional art classes.

Work experience

Contract Artist Cloudplay Games Redwood City, CA
2008-2009

- Responsible for creating concept designs, 3D models, digital illustrations, and 2D level designs for Thresh Wars.

Contract Modeler Cloudplay Games Redwood City, CA
2008

- Created a number of character and vehicle models to be used as pre rendered graphics for Thresh Wars.

Lead Modeler The Offering, an animated short Sunnyvale, CA
2008

- Led a team of modelers to produce content following specific concept designs for an animated short. The Offering is a full scale student production.

Digital Skills

Photoshop, Maya, Modo, XSI, and Zbrush

Digital Illustration

3D Modeling (organic / hard surface) in both high and low resolution pipelines

UV Unwrapping / Layout

Texture Painting

Traditional Skills

Portrait and Figure Sculpture

Illustration

Figure Drawing

References

Available upon request