



KYLE VANNOY

MULTIMEDIA MARKETING
PROFESSIONAL

(863)450-9294

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Florida, USA



PROFESSIONAL PROFILE

20 years working in digital design, marketing and instruction as a 3D and 2D Artist/Project Lead. Experience with creating marketing materials for campaigns – involving email, print and web. Experience in interactive and video training material. Experience in all aspects of video game development – UI/UX design, animation and game implementation, 3D character modeling.



EXPERIENCE

Marketing Motion/Interactive Designer

Affinitiv Inc.

July '14 to July '20

Graphics and 3D designer, Motion Graphics Animator as well as Game Designer. In addition to creating 3D game environments for presentations, I've designed/animated UI screens and interactive menus for apps and Augmented Reality experiences. Print Design, Email Design as well as IOS App Development Project Lead.

Selected Achievements:

- Introduced Animated Email Feature for Trigger Campaigns - Set up a scalable process and automated work-flow.
- Created interactive learning modules and presentations incorporating VR and AR technology as well as implementing Video Game UI/UX tools.
- Spear-headed and lead a team to build an IOS Enterprise App for sales training utilizing AR and Unity.
- Designed Trade Show Booth with Interactive Video



3D Animator/Modeler

Limited Slip Studios

July '09 to Current

Contributed to animation, modeling and texturing assignments on Mobile, PC and Console Games

Selected Achievements:

- Character Animator on Heroes Reborn, Mortal Kombat Mobile, Infected Mobile, and Tarzan
- Character Modeler on Disney's Tangled (PS4 Video Game).
- Environment Modeling and Texturing on The Hobbit (Video Game MMO)



Game Design and Animation Instructor

Art Institute of Tampa

July '11 to July '14

I taught lecture, independent study classes and lead team projects, utilizing: 3D Modeling, Animation, Texture and Lighting, Level Design, Advanced Level Design, Prototyping and Team Production, Software classes: 3DS Max, Photoshop, UDK, After Effects and Flash.

Selected Achievements:

- Worked closely with a number of students to help prepare them to get into AAA Game studios
- Created Game Design and Game Development Curriculums
- Tutored students in 3D Modeling and Animation - helping them grow from novice to entry level professional



Character Animator/3D Modeler

EA Sports - Tiburon Studios

Jan '03 to Jan '09

Responsible for modeling and animating game characters and creatures as well as objects, scenery, vegetation, environmental effects and other objects. Used software packages Maya, Max, Motionbuilder, Mudbox, and Photoshop.

Selected Achievements:

- Mixed Martial Arts - Concept Animation
- Nascar Kart Racing, EA Gameshow, Tiger Woods Golf, Marvel Nemesis, Nascar 07, Madden 07, NBA Live, Harry Potter, NFL Street3, Arena Football, and Madden 05 - 3D Modeling and Character Animation
- Created a library system of swappable and customizable avatar assets for the new IP, "EA Gameshow".



KEY COMPETENCIES

PROJECT MANAGEMENT

MOTION GRAPHICS

EMAIL DESIGN/DEV

3D/2D ANIMATION

3D MODELING

GRAPHIC DESIGN

COPY WRITING

UI/UX

E-LEARNING

AR/VR DEVELOPMENT

WEB DESIGN

APP DEVELOPMENT

EDUCATION

2009

Bachelor of Science

Media Arts and Animation

Art Institute of Pittsburgh

1996

Joe Kubert School of
Cartoon and Graphic Art

WEBSITES

Vannoydesign.com
artstation.com/kylevannoy
vimeo.com/567290662