

Kyle Watkins

3D Artist / Game Programmer / Graphic Artist

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PROJECTS

Home Is Where The Hoard Is (2019) — 48 hours.

Original team artist but finished solo in a Game Jam. Despite a team malfunction I programmed as well and completed on time.

Dark Curse (2020) — First Place, 24 hours

Entered Solo in a 24 hour game jam hosted by SNHU and came in first out of five teams.

Biotic (2021-2022) — Directing Personal Project

Leading a team of 4 artists in the development of a modern shooter game.

EDUCATION

Southern New Hampshire University - *Bachelors of Science in Game Art and Development* *Minors in Game Programming and Graphic Design*

Graduated 2022

Proficiency of many programs in the pursuit of creating game ready 3D models. Able to adapt between multiple pipelines and texture sets.

Ability to use color, lighting, and objects to create truly memorable 3D scenes. Aware of the limits of high fidelity and reasonings for culling.

Adaptability to learn new programs, workflows and design methodologies. Always seeking new and improved workflows.

Understanding of code to create reusable, adaptable, and complex game systems. Able to troubleshoot logic systems and improve solutions.

Able to create rigs for 3D models in the pursuit of animating them. Aware of inverse-kinematics and their use to create life-like animations.

SKILLS

3D Modeling & Texturing

3D Animation

In-Engine Work

Game Programming

Graphic Design

3D Design Software

3DS Max, Zbrush, Maya

Unity, Unreal Engine

Substance Painter & Designer

Marmoset Toolbag, 3D Coat

Graphic Design Software

Photoshop, Indesign

Dreamweaver

Programming Languages

C# , C++ , Javascript, HTML5.
CSS3

Other Affiliations

U.S. Navy Veteran