

Kyle Woodall  
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### Education:

- Shawnee State University Portsmouth, OH  
Bachelor of Fine Art in Gaming and Simulation Development December, 2013
- Full Sail University Winter Park, FL  
Bachelor of Science in Computer Animation August, 2009

### Skills:

- Adept problem solving skills
- Maya: Rigging, skinning and deformation, character dynamics, and modeling
- MEL/Python: Creating tools for automation and pipeline purposes in Maya
- MotionBuilder: Capturing motion data, cleaning and retargeting animations
- Unity 3D: Character integration and Mecanim animation tree set up
- Mudbox: Sculpting and texturing
- Photoshop: Texturing

### Work:

- Remedy Entertainment December, 2014 – March, 2015
  - Creation of Maya character rigs for mobile development
  - Character dynamics setup
  - Animation retargeting using MotionBuilder
  - Character integration into Unity 3D using Mecanim
  - Maya rigging and animation tools
- YEI Technology January, 2014 –September, 2014
  - Created content for several game demos of varying artistic style
  - Modeled(with LOD's), textured, and rigged multiple characters for the PrioVR project
  - Created characters with modular body parts and accessories for maximum re-usability
  - Captured and cleaned animations for the PrioVR Demos
  - Assisted in guiding the PrioVR standard skeleton setup in the SDK
- Motion Capture Technician at Shawnee State March - May, 2012/March - December, 2013
  - Responsible for maintaining studio and equipment
  - Set up and capture motion data using Autodesk Motionbuilder
  - Troubleshoot and fix issues during capture sessions
  - Worked with PhaseSpace motion capture system
- 3D Artist at BTS Software Solutions May, 2013 – August, 2013
  - Creation of 3D assets and textures
  - Pre-visualization and rendering
- 3D Artist at Hyperkat Games November, 2010 - January, 2011/ May, 2012 – July, 2012
  - Created 3D models and textures for a Mars colonization simulator
  - Created and designed GUI elements for unannounced project

- Lead Character Rigging Intern at Lamplight Media, LLC      January, 2011- September, 2011
  - Responsible for creating animation rigs for the Unity game engine
  - Responsible for skinning and deformation of characters
  - Responsible for critiquing other rigs and animations
  - Worked with animators to create ideal rigging solutions
  - Created a standardized system for animation rigs