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Kyle M. Havrilesko – Modeler / Artist / Instructor

(407) 782-3091

www.AwesomeHarvey.com

Kyle@AwesomeHarvey.com, Heerzjohnny20@embarqmail.com

- **Qualifications:**
 - Strong leadership and communication skills
 - Great problem solving and teaching skills
 - Willing and capable of working hard for long hours
 - Experienced in Group Pipeline and Leadership projects
 - Efficient in giving and retrieving constructive critiques

- **Technical:**
 - Efficient in Macintosh and Windows Platforms, and Big World Engine
 - Effective in Blend Shape creation and animation for Facial Rigging
 - Strong knowledge of animation fundamentals and techniques
 - Intermediate Character Rigging and Texturing abilities
 - Capable of interactive online mentorship through various, visual programs
 - High and low resolution character and environment Polygon Modeling with poly count limitations
 - Capable of Diffuse, Normal, Specular, Glow, and Bump map creation

- **Artistic Skills:**
 - Advanced Photoshop skills and techniques
 - Highly capable of effective basic drawing, illustrating, and 2D animation capabilities
 - Strong understanding of Anatomy and Motion
 - Effective sense of form, silhouette, line of action, and posing

- **Software:**
 - Maya, Zbrush, Photoshop, MentalRay, xNormals, Nuke, Final Cut.
 - Basic Softimage, Unreal Development Kit, Syntheyes, Cortex, Big World, and Motion Builder

- **Education: Full Sail University, Winter Park, FL Graduated: July 2011**
Bachelor of Science Degree in Computer Animation
Class Valedictorian and Advanced Achiever Award
99.69% Attendance 3.52 GPA
103 Global Professionalism Standard Score
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Apopka High School, Apopka, FL Graduated: May 2005
Engineering and Drafting Magnet Program Graduate
Squad Leader in ROTC/ Boy Scouts of America: Eagle Scout Award
3.5 GPA

- **Work History: Full Sail University, Winter Park, FL**
August 2011-Present

Full Sail Studio Artist in Fine Arts- Education Staff, 04/12- Present

Instructing, critiquing, and mentoring students attending courses within Fine Arts and Computer Animation/Game Art Degree Programs while creating professional gallery art and productions.

Full Sail Finals Department Character Modeling Intern, 08/11-04/12

Modeling, texturing, and rigging assets to expand portfolio and challenge curriculum projects while providing assistance, lecture material, and critiques for students and instructors.

Burning Dog Entertainment, Online
December 2010-Present

Modeling Lead/ Recruiter- Production Lead on all imported models, textures, and materials.
Providing daily critiques to imported models/animations and creating high priority assets
improving desirable leadership and technical teaching skills.

United States Marine Corps, Twenty-nine Palms, CA
May 2005 – June 2009

Corporal- Combat Engineer/Drafting, MWSS-374 Engineer Company

Squad Leader of Construction/Drafting and Heavy Equipment Platoon.

Responsible for Supply ordering, building operations, tool management, training, and licensing.

Experienced in structural drafting and building design along with Company logo illustrations .