# KYLE LAYSER

Art Director + 3D Artist

## INFO

503.863.7248

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## SOFTWARE

- Autodesk Maya
- Autodesk 3ds Max
- Autodesk Backburner
- Adobe Creative Suite
- V-ray
- zBrush

## EDUCATION

The Art Institute of Portland
Portland, Oregon

BFA in Media Arts &
Animation,
2007 - 2012.

## CORE SKILLS

### Art Direction + Leadership:

Experienced and confident in leading a team. Empowering people with constructive criticisms. Focused on solutions, social and creative. Team driven, keeping artists strong and connected.

### Tools + Training:

Skilled in guiding artists, and supporting them with the tools and information they need to excel. This means seeing each artist's learning curve, and being able to communicate properly and effectively. By also taking obscure concepts and reconstructing them in more digestible ways.

### Designers + Design:

Proficient in communicating with designers, and understanding their vision. With a feel for most levels of design, lends to a better translation from brief to finished product.

### Communication + Professionalism:

Well written and well spoken. Demonstrate professionalism to the team and to the clients.

## EXPERIENCE

### Art Director

PixelPool - Portland, OR - 06.2015 to Present

- Oversee all projects in process, quality, and final deliverables
- Create training material and conduct office-wide trainings
- Interpret client briefings and assist artists with design direction
- Manage and produce advanced-level projects
- Lead client communication in all mediums
- Support management with studio operations
- Collaborate with global team and focus on global production standards and R&D

### Senior 3D Artist

PixelPool - Portland, OR - 12.2014 to 06.2015

- Lead team projects, often with one or more at a time
- Advised on all projects alongside other Senior Artists
- Collaborated directly with the Creative Director on quality control
- Helped improve process in terms of efficiency and quality
- Directly communicated with clients, and advised on project estimates
- Trained and reviewed artists of all levels

### Production Artist

PixelPool - Portland, OR - 10.2012 to 12.2014

- Utilized skills to produce advanced level assets and renders from 2D sketches, reference imagery, and comprehensive client briefings
- Worked with team members to meet deadlines, quality, and client expectations
- Assisted with Art Direction and Junior Artist training.