



KYLE J. BANNON



Digital Media Artist

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Skills

- 2D and 3D digital art
- Video editing
- 3D modeling
- 3D texturing
- 3D rendering

Tools

- Photoshop
- Premiere Pro
- Blender
- Substance Painter
- Unreal Engine

Experience

Devious Studios | *Trials of Arcane* | 3D and 2D artist **Jan-April 2024**

- 3D-modeled and rigged protagonist in Blender
- Created 3 animations for protagonist in Blender
- Created promotional art in Photoshop

Simon Services | *Simon's Sandwiches & Sundaes* | 2D pixel artist **Aug-Dec 2024**

- Created 6 pixel art for the sandwich ingredients in Photoshop
- Created 13 pixel art for the ice-cream and toppings in Photoshop
- Collaborated on level layout

Screamscape Studios | *Killer Karnival* | 3D environmental artist **Aug-April 2025**

- Created the main logo of game in Photoshop
- 3D-modeled several props for environment in Blender
- Textured props in high fidelity in Substance Painter

Education

Valencia College **May 2022**
Associate of Arts, Digital Media

University of Central Florida **May 2025**
Bachelor of Fine Arts, Digital Media