

Kyle Wisotzkey

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Skills

Experienced and versatile graphic designer with expertise in 3D modeling and animation for high resolution rendering and game asset development. Significant experience in interface design, print layout, web design, and illustration, and experienced in cross-platform projects interfacing with Macintosh OS and Microsoft Windows.

Software

3D Studio Max	Unity 3D	Adobe Photoshop	Adobe Dreamweaver
NewTek Lightwave	Chaos Group V-Ray	Adobe Illustrator	Adobe Acrobat Pro
Maxon Cinema 4D	Final Cut Pro	Adobe Indesign	Quark Xpress
Google SketchUp	Adobe After Effects	Adobe Flash	DVD Studio Pro

Experience

Fres-co - Training Document Administrator: February 2016 - Present

Manufacturer specializing in designing, building, and servicing industrial food packaging systems.
fresco.com

- Primary responsibility is creating and updating training documents in MS Word for Fres-co's packaging machine systems.
- Producing support imagery using photography, 3D images and Adobe Photoshop is also key to main duties.
- Responsible for the documentation and organizing of existing training and sales resources archive in Excel.
- Also documenting machine part catalog for creation of MS Access database.

QVC - On-Call Scenic Designer: April 2014 – December 2015

Multimedia retailer. Scenic Design's focus is the on-air TV sets for live broadcasts. qvc.com

- Main duties are creating 3D renderings of proposed set designs, alterations, and additions.
- Main work flow includes taking sketches, architectural plans, and team direction and combining them to create a cohesive vision to present to management and construction teams.
- Secondary tasks include visual set assessment and measurement taking.
- Primarily working in 3D Studio Max and Adobe Creative Suite to generate final products.

Thrive Gaming - Art Director/Senior Graphic Designer: July 2013 – February 2014

A gaming advisory firm specializing in regulated and social casino gaming.

- Assessing and planning the design aspects for the deployment of an online casino gaming platform.
- Integrating the design guidelines a major casino brand into the framework of a partnered games provider.
- Creating presentation materials for business proposals and other complementary support materials.
- Generating graphic assets in Adobe CS for mobile application development focused on android platform.
- Consulting on design and product aspects of business strategies.

MountainTop Technologies, Inc. - Graphic Designer/3D Modeler: July 2009 - August 2012

Development company focused on creating customized interactive training solutions.

- Development lead for levels for 3D interactive training for US Air Force in Unity 3D.
- Modeled environments in Lightwave and created textures in Photoshop CS4 for courses in emergency hospital deployment.
- Optimized 3D aircraft models for aeromedical evacuation courseware for Flash Papervision plugin.
- Created high resolution 3D characters in Poser for forensic dental identification course.
- Coordinated with instructional designers, programmers, Air Force personal and special materials experts insuring accurate, functional, and engaging final products.

Friedmutter Group - Graphic Designer/3D Modeler: October 2006 - January 2009

Architecture firm specializing in casino/hospitality projects. friedmuttergroup.com

- Created models in 3D Studio Max and SketchUp, and lighting effects with V-Ray for multiple projects under tight deadlines.
- Developed videos in Final Cut Pro and After Effects showing interior and exterior spaces for clients like The Isle of Capri.
- Designed presentation materials with Adobe Creative Suite 3 for clients like Philadelphia Park and Foxwoods Casino.
- Coordinated with clients, interior designers, architects, and graphic designers to take projects from concept to completion.

Splat Productions - 3D Modeler/Animator: 2006

Provides specialized web design and internet marketing consulting for clients in various industries. splatworld.tv

- Created models in 3D Studio Max and lighting effects with V-Ray for multiple projects under tight deadlines.
- Coordinated with internal design team to take projects from concept to completion.
- Modeled, textured, light, and created dramatic camera angles for aesthetically dynamic interiors and exteriors for realistic renderings.

Philadelphia University - New Media Specialist, Office of Public Relations: 2004 - 2006

Department responsible for promotions, informational materials, and website maintenance. philau.edu

- Developed interactive Flash CS map of the university highlighting the buildings on campus using ActionScript, and optimization for quick web downloads.
- Created 3D visualization with Cinema 4D of The Kanbar Campus Center and The Athletic Center.
- Used DVD Studio Pro to create show case of new buildings' exteriors, functions, and interior design.
- Developed promotional materials in Photoshop, Illustrator, and Indesign CS including mailers, T-shirts, brochures, and daily planner/student handbook.

Manneristic Studios - 3D Modeler/Animator: 2002 – Present

An animation studio focused in independent film projects. manneristic-studios.com

- Modeled & animated in Cinema 4D environments and characters for The Cookie Wars and Storm of Vengeance.
- Created textures and materials for film projects in Photoshop, Illustrator, and Indesign CS

Education

Philadelphia University - 2004

Bachelor of Science, Major in Digital Design

Deans List - 2002, 2004

Richard Schultz Furniture Company - Design Expo Project 2004

Created, in Cinema 4D, 3D presentation of furniture emphasizing products' construction and material quality.

- Developed a presentation of furniture lines with video and motion graphics in Final Cut Pro and After Effects, music composition in Soundtrack Pro, and DVD Studio Pro publication.

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