

KYLE REBOZZI

Game Design Artist

ABOUT ME

Gamer turned Game Designer. Strong passion for video games with respect to the development process and the talent that creates it. Can work independently as well as in a team environment.

Bay Area, California

<https://www.kylerebozzi.com/>

kylerebozzi@yahoo.com

408-887-4223

EXPERIENCE IN

- 2D/ 3D Design
- Digital Animation
- Character Rigging
- Rendering
- Texturing
- Concept Design
- Environment Design

TECHNICAL SKILLS AND TOOLS

Software

- Maya
- Unity
- Unreal Engine 4
- Photoshop
- Illustrator

EDUCATION

Cogswell College Graduated May 2018
Bachelors of Arts
Game Design Art

Courses included:

- 2D Animation
- 3D Animation
- Concept Design
- Color Theory
- Illustration
- Texturing
- Character Rigging
- Environment Art
- Game Usability
- Game Design
- Level Design
- Game Studio Collaboration

WORK HISTORY

Virtual World Arcade

Art Designer

April 2018 – January 2019

- Design concepts for art assets requested by clients including characters, items and environments.
- Collaborate with technical designers to have art assets synergize with level design and game mechanics.
- *Tools and Techniques utilized:* Photoshop, Blender, Unity

PROJECT WORK

Crystal Dynamics

January 2018

QA Tester

- Tested games that were in-development for overall playability and enjoyment.
- Analyzed cut scenes and story boards
- Provided user feedback

AC Transit: Drive

Concept Artist

August 2016 – May 2017

- Collaborated with a team of approximately 20 students at Cogswell College's Game Studio
- Produced art requested including environments, concept and character art.
- *Tools and Techniques utilized:* Photoshop, Maya, Unity

Air Mail

Level Designer

September 2016 – December 2016

- Collaborated with teammates to develop innovative mechanics and level structure for our game.
- Produced practical 3D models for environments, characters, and additional level design assets.
- *Tools and Techniques utilized:* Maya, Unreal Engine 4