



**KYLE  
MIKOLOGIC**

## CONTACT

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# KYLE MIKOLOGIC

## 3D ENVIRONMENT AND PROP ARTIST

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### WORK EXPERIENCE

3D vfx at Carcass Studios (2018)

Catered to graphics requests of filmmaker for release of independent film

Game Marshal at Battle Blast Laser tag (2016-2018)

Supported staff, maintained equipment, kept order and time to ensure customer satisfaction

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### AWARD-WINNING 3D ARTIST

Silver Medal; 3D SkillsUSA contest 2017 (State Level)

Gold Medal; 3D SkillsUSA Contest 2018 (State Level)

Bronze Medal; 3D SkillsUSA Contest 2018 (National Level)

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### SOFTWARE:

Maya, Unreal Engine, Substance painter/designer and adobe suite  
Experience in Zbrush, houdini

### SKILLS & TECHNIQUES:

Practiced in 3D modeling for over a decade

Game environment and prop Modeling/Texturing, Lighting,  
Rendering, coding for games (C++).

Comprehension of all aspects in 3D games pipeline

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### EDUCATION

Graduate; Gnomon School of VFX (2021-2023)

Bachelors of Fine Arts - Concentration: Games

Projects: Sci-fi portal design, Swamp landscape,

Magic music shop, Stylized dungeon scene