

Kyle O'Brien

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Skill Summary:

I'm a friendly outgoing individual with a unique sense of humor; My goal is to find a job that is intriguing and has ample opportunities for me to continue to grow and develop my skills, of which I excel in:

Illustrator Photoshop
Maya Flash

Other Programs I have working knowledge in:

AutoCAD Z-Brush
After Effects CSS
HTML Javascript

Industry Experience:

Graphic Designer

Current

Creating custom designs in Illustrator, then sending those vector designs to a cad-cut plotter machine and heat pressing the new design onto various apparel.

Production Assistant

Winter 11

Helped create an 80 foot LED installation for Erwin Redl. Working in a team we assembled 100s of U Channels by applying 18 foot LED light strips to the U Channels, then rigged the LED strips together and checked their quality. Once everything passed the quality check we moved on to the shipping area and loaded them for transport.

3D Modeler

Spring 10

Modeler for a collaborative art project at BGSU headed up by Shaurya Kumar. Focusing on a digital interpretation of past traditional works, using Maya I created a complex 3-D model of a digital distorted relief from India and printed the model via rapid prototype, creating a complex multi-piece sculpted model.

Additional Experience:

Fuel Center Manager

Summer 10/Current

Lead a team of six in running a gas station at Kroger in Bowling Green, Oh. My tasks included: ordering, scheduling, stocking, creating product displays, and keeping the team motivated.

Education:

BFA from BGSU in Digital Art with a 3.4 GPA

References:

Available Upon Request

