

Kyle Christensen
VFX Artist
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Education:

Full Sail Real World Education
Associate of Science in Computer Animation

June 2005
Winter Park, FL

Experience:

Full Sail University

January 2008 – May 2009
Winter Park, FL

Duties:

Conduct labs, manage student teams for creation of their effects.
Teach natural phenomenon such as fire, smoke and explosion effects set to movie quality in a 1 month course.

Skills Required:

High levels of problem solving and trouble shooting skills. Communication with multiple teams as well as critiquing and refining the final product. An in depth understanding of Rigid Bodies, Particles, Soft Bodies, nCloth, Maya Hair and Fur, and Maya Fluids, as well as the ability to convey this information to others in a timely fashion and to ensure understanding.

EA Tiburon

Duties:

March 2007 – Dec. 2007
Orlando, FL

Test, problem-solve and report findings on various game consoles with minimum daily findings required. Document and record “bugs” in a manner conducive to communicating exact findings multiple times.

Skills Required:

High levels of problem solving and trouble shooting skills. Communicates with an excellent degree of understanding, directness and clarity with superiors and other departments due to intricacies of procedure. Willingness to work above and beyond with accelerated scheduling. Extensive knowledge of computer programs, game consoles and other hardware that facilitates the execution of the job.

Atlantis Cyberspace (ACI)

Duties:

October 2005 – March 2007
Orlando, FL

Design, build, and test virtual reality training simulators for military contracts using the Unreal 2.5 engine. Overseeing bug testing for daily builds as well as documenting finds using “Bugzilla”. Included in those tasks: Troubleshooting errors, testing and documenting error patterns, as well as recreating the problem. Frequently assisted programmers for resolution.

Supervising building and maintaining virtual reality hardware as well as troubleshooting any problems involved, discovering limitations, and determining if hardware or software related.

Liaison between Client and Corporate to negotiate discussions with workable solutions to simulation limitations.

Skills Required:

Keen attention to detail. Excellent problem solving capabilities. Strong communication skills to relay information and communicate with clients. Superior work ethic and flexibility. A certain degree of creativity and latitude is required. Relies on experience to plan and accomplish goals and perform a variety of tasks.

Technical Skills:

- Software:** Alias|Wavefront Maya 4.0 – 2009, Adobe Photoshop, Adobe After Effects, Shake, Nuke, Adobe PageMaker, Microsoft Office
- Operating Systems:** Windows 95 – XP, Mac OSX, Linux
- Programming Languages:** MEL (Maya Embedded Language), HTML, exposure to C