

Kyle Wisotzkey

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SKILLS

Experienced and versatile designer with expertise in 3D modeling and animation for high resolution rendering, motion tracking, video compositing and game asset development. Significant experience in illustration, interface, print, layout, and web design.

3D Studio Max
Maxon Cinema 4D
NewTek Lightwave
SketchUp

Pixel Farm PFTrack
Unity 3D
Chaos Group V-Ray
Google Earth Pro

Adobe After Effects
Adobe Premiere
Adobe Photoshop
Adobe Illustrator

Adobe Indesign
Adobe Dreamweaver
Adobe Acrobat Pro
Microsoft Office

EXPERIENCE

BaseballCloud - Technical Artist: October 2020 - October 2023

A baseball analytics company focused on data collection and creating visualizations tools for training and scouting.

- Created baseball and softball stadiums in 3D Studio Max using drone scans, photography, and Google Earth.
- Modeled detailed baseballs and softballs for visualization and simulation tools.
- Optimized 3D assets and materials for Unity3D game engine.
- Scripted, captured, edited, and recorded voice over for software tutorial YouTube videos using Adobe Premiere, After Effects, and Audition.

Catalyst Experiential - Experiential Designer: September 2018 – June 2020

Developer of outdoor advertising installations with unique architectural features and uses.

- Designed structures with integrated digital advertising utilizing a thorough review process starting from sketches through final design.
- Create visualizations of designs in 3D Studio Max and SketchUp for presentations and approvals.
- Used PFTrack to motion track drone footage and transferred virtual camera paths into 3D Studio Max.
- Generated rendered animations of proposed designs, which were integrated into drone footage using Adobe After Effects and Premiere, to create photorealistic presentations.
- Supported presentation for official and public meetings using PowerPoint, SketchUp and Google Earth Pro.

Fres-co - Training Document Administrator: February 2016 - September 2018

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.

Thrive Gaming (continued)

- 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.
- Created environments in Lightwave and textures in Photoshop for courses in emergency hospital deployment.
- Optimized 3D aircraft models for aeromedical evacuation courseware for Flash Papervision plugin.
- Modeled 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.

- Modeled in 3D Studio Max and SketchUp, and lighting effects with V-Ray for multiple projects under tight deadlines.
- Created 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 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.

- 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.

- Developed interactive Flash 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 including mailers, T-shirts, brochures, and daily planner/student handbook.

Manneristic Studios - 3D Modeler/Animator: 2002 - 2016

An animation studio focused in independent film projects.

- 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

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.