# Kyle Wisotzkey

kyle.wisotzkey@gmail.com
215.285.2951
www.wizzr.com

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.

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| 3D Studio Max | Maxon Cinema 4D | Adobe Photoshop | Adobe Audition |
| Chaos Group V-Ray | Unity 3D | Adobe Illustrator | Adobe Dreamweaver |
| SketchUp | Pixel Farm PFTrack | Adobe After Effects | Adobe Indesign |
| Chief Architect | Google Earth Pro | Adobe Premiere | Mircosoft Office |

**Bucks County Cabinetry & Design** - Graphic Rendering Specialist: June 2024 - November 2026
A kitchen design and specialist millwork shop focused on high-end cabinetry for home construction and renovations.
Graphic rendering specialist creates detailed 3D images of proposed designs for client presentations.
Modeled detailed kitchens, vanities, and built-ins in 3D Studio Max and rendered final images using V-Ray.
For interactive presentations designs would be made in SketchUp and, more recently, Chief Architect.
The Adobe Creative Suite is used in support like creating materials in Photoshop and editing animations in Premiere.

**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.
Created visualizations of designs in 3D Studio Max and SketchUp for presentations and approvals.
Designed structures with integrated digital advertising starting from sketches through final design.
Used PFTrack to motion track drone footage and transferred virtual camera paths into 3D Studio Max.
Generated photorealistic animations and integrated them into drone footage, using Adobe After Effects and Premiere.
Supported presentations to 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.
Primary responsibility is creating and updating training documents in Microsoft Word for packaging machine systems.
Producing support imagery, photography, and 3D images with Adobe Photoshop is also key to main duties.
Responsible for the documentation and organizing of existing training and sales resources archive in Excel.

**QVC** - On-Call Scenic Designer: April 2014 – December 2015
The scenic design team at the multimedia retailer focuses on the on-air TV sets for live broadcasts.
Main duties are creating 3D renderings of proposed set designs, alterations, and additions.
The main workflow 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 consultant firm specializing in regulated and social casino gaming.
Assessing and planning the design for the deployment of an online casino gaming platform.
Integrating the design guidelines for a major casino brand into the framework of a partnered games provider.
Creating presentation materials for business proposals and other complementary support materials.
Generating graphic assets in Adobe Creative Suite for mobile application development focused on the android platform.
Consulting on design and product aspects of business strategies.

**MountainTop Technologies, Inc.** - Graphic Designer/3D Modeler: July 2009 - August 2012
A software development company focused on creating customized interactive training solutions.
Lead designer for 3D levels of US Air Force emergency hospital deployment training software in Unity3D.
Designed and modeled environments ensuring easy wayfinding with manageable layouts and signage.
Optimized 3D aircraft models for aeromedical evacuation courseware for web deployment.
Created a character animation pipeline and directed team members on use for quicker asset development.
Coordinated with instructional designers, programmers, SMEs, and Air Force personnel ensuring accurate, functional, and engaging final products.

**Friedmutter Group** - Graphic Designer/3D Modeler: October 2006 - January 2009
Architecture firm specializing in casino/hospitality with clients like The Isle of Capri, Parx, and Foxwoods Casino.
Coordinated with interior designers, architects, and graphic designers to take projects from concept to completion.
Created models using 3D Studio Max, SketchUp, and V-Ray for multiple projects under tight deadlines.
Developed videos in Final Cut Pro and After Effects showing interior and exterior spaces.
Designed and compiled presentation materials with Adobe Photoshop and Indesign.

**Splat Productions** - 3D Modeler/Animator: 2006
Provides specialized visualization, web design and internet marketing consulting for clients in various industries.
Created models in 3D Studio Max and materials in Adobe Photoshop for multiple projects under tight deadlines.
Setup lighting and dramatic camera angles for interiors and exteriors for photorealistic renderings with V-Ray.
Coordinated with the internal design team to take projects from concept to completion.

**Philadelphia University** - New Media Specialist, Office of Public Relations: 2004 - 2006
Department responsible for promotions, informational materials, and website maintenance.
Developed and optimized an interactive map of the campus highlighting buildings using Flash and ActionScript.
Created 3D visualizations of The Kanbar Campus Center and The Athletic Center using Cinema 4D.
Used DVD Studio Pro to create presentations of new buildings' exteriors, functions, and interior design.
Developed promotional materials in Adobe Photoshop, Illustrator, and Indesign including mailers, T-shirts, brochures, and daily planner/student handbook.

**Manneristic Studios** - 3D Modeler/Animator: 2002 – 2016
An independent film studio focused on animation projects with Christian, family and educational values.
Modeled & animated in Cinema 4D environments and characters for The Cookie Wars and Storm of Vengeance.
Created textures and materials for film projects in the Adobe Suite, primarily Photoshop and Illustrator.

**Richard Schultz Furniture Company** - Design Expo Project 2004
Created 3D presentations of furniture emphasizing products' construction and material quality in Cinema 4D.
Developed a presentation of furniture lines with video and motion graphics in Final Cut Pro and After Effects, music composition in Soundtrack Pro, and published in DVD Studio Pro.

**Philadelphia University** - 2004 - Bachelor of Science, Major in Digital Design - Deans List: 2002, 2004