

# KYLE HUMPHREY

IX | UX | UI  
designer/devloper

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## WORK EXPERIENCE

### Blizzard Entertainment, Irvine CA

Lighting-Compositing Artist  
Contract: June 2019 – October 2019  
Overwatch Zero 2: Zero Hour  
World of Warcraft: Shadowlands

### Sony Pictures Imageworks, Vancouver BC

Lighting | Look Development | Technical Director  
May 2015 – November 2018  
Spider-Man: Into the Spider-Verse  
Hotel Transylvania 3  
The Emoji Movie  
Storks  
The Angry Birds Movie

### REEL FX, Dallas TX

Lighting-Compositing Artist  
January 2015 - May 2015  
Rock Dog

### Lola VFX, Beverly Hills CA

3D Generalist Artist  
October 2014 - December 2014  
Night at the Museum: Secret of the Tomb  
Avengers: Rise of Ultron  
Terminator: Genisys

### Disney Animation Studios, Burbank CA

Lighting-Compositing Artist  
March 2013 - October 2014  
Frozen  
Big Hero 6

### Superfad, Seattle WA

3D Generalist Artist Intern  
March 2012 - July 2012  
Worked on Nike, Bayer, Comcast, AutoTrader commercials

## EDUCATION

### New York University

2008 - 2009  
GPA 3.576 Tisch School of the Arts

### Savannah College of Art and Design

2009 - 2012  
GPA 3.76 BFA Visual Effects

## SKILLS

### Tools

#### Design

[Figma, XD, Illustrator, Photoshop]

#### 3D

[Maya, Nuke, Katana, Unreal, Unity]  
[Substance, Vray, Arnold, Redshift]  
[Renderman, Mari, Zbrush, 3dsMax]

#### Motion

[After Effects, Premiere Pro]

#### Misc

[Adobe Suite, VS Code MS Office]

### Code

#### JavaScript

[React, Redux, Gatsby, Spring, Lodash]

#### CSS

[Tailwind, Bootstrap, Styled components]

#### HTML