Kyle Abarquez
Digital Designer / 3D Artist

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Personal Statement

I'm a digital creator with an affinity for making designs, characters, 3D animations, and physical products inspired by the media I grew up loving. I find joy in using my technical and creative skills to produce works with clean and fun aesthetics. I am highly motivated to learn new creative technologies and applications.

Skills

- 3D Modeling / Animation
- Character Design
- Graphic Design
- Motion Graphics
- Branding
- Product Development
- Web Design / Development

Technologies

- Blender
- Adobe Photoshop
- Adobe Illustrator
- Apple Motion
- HTML / CSS/ Javascript

Experience

Jan 2021 - Present

3D Artist, Designer, Owner
Management of my online art brand and web store, specializing in the creation of 3D animations, graphics and physcial products based around my original character designs.

Y2-Kyle Studios
Irvine, CA

Mar. 2019 - Jan. 2021

Motion Graphics Designer
Working within Apple Motion to design and animate video plugins for use within Final Cut Pro.

Pixel Film Studios
Aliso Viejo, CA

2018 - 2021

Freelance Web Dev. & Design
Design and development of various websites and applications.

Freelance Work

2015 - 2017

English Second Language Instructor
English teacher for 2 elementary schools in Mito, Japan.

Ibaraki Prefectural Government, Japan

Education

Feb - Aug 2018

UX/UI Bootcamp Completion
User research, testing, & user-centric web and mobile design.

University of California, Irvine - Dept. of Continuing Education

2011 - 2015

BA in Studio Art
Design fundamentals, art theory, and traditional art mediums such as painting, drawing, & photography.

University of California, Irvine