Kyle A Sorrentino

Digital artist and video editor, proficient in industry-standard software, seeking a challenging role to utilize my skills and creativity.

Contact

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Skills

- Autodesk Maya
- Pixologic ZBrush
- Substance 3D Painter
- Maxon Cinema 4D
- Blender
- Windows
- Linux
- Server Administration
- Minecraft Server Management
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe After Effects
- Adobe Lightroom
- Adobe Illustrator
- Adobe Creative Cloud
- OBS Studio
- Audacity
- Communication
- Video/Audio Editing
- Graphic Design
- Marketing
- Content Creation
- Social Media
- Copywriting
- Analytics
- Client Support
- Community Engagement

Work History

Consultation for Vultr (2021-Present)

Benchmarking / Networking / Optimization

- Conducted extensive performance and rendering benchmarks on NVIDIA A40 and A16 GPUs for use in Vultr marketing material.
- Researched and recommended a suite of open-source software applications for inclusion into Vultr Cloud Rendering and Virtual Workstations.
- Coordinated and facilitated college outreach programs to promote interest in virtual workstations and cloud rendering services.
- Strategized ways to integrate machine learning into the design workflow and digital art process.
- Tested the web-based application layer to ensure quality and seamless user experience.

Freelance (2020-Present)

Community Leader / Management / Content Creation

- Managed, maintained, and created content for Minecraft servers in a private gaming community.
- Created 3D game assets, fanart, artwork, and videos for clients and personal projects.

Education

Brookdale Community College (2018-2021)

Associate of Applied Science in Digital Animation and 3D Design (GPA: 3.97)

- Part-Time Dean's List (2019-2020 Academic Year)
- Part-Time Dean's List (2020-2021 Academic Year)