Kyle Gooding

Mini Portfolio

Concept work -
Illustrations -
Renders -

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PROFILE:

A computer professional, digital designer and published artist with diplomas from NAIT's Computer System Technology program and NAIT's Digital Media Design program. Over the course of my education I have acquired skills in business programming and artistic design. These academic skills, along with my personal skill set, have allowed me to become a well rounded digital specialist.

SKILLS:

My current skill set consists of concept art, 3D modelling, computer repair and web programming; using an assortment of industry standard programs and methods.

EDUCATION:

Sept. 2008 - May 2010

Northern Alberta Institute of Technology - Digital Media Design -

Graduated and received diploma in Digital Media Design specializing in 3D modelling, animation and character creation and design. These courses gave me experience with Flash, web design, Maya 3D, AfterEffects, Photoshop, story boarding and cinematography.

Sept. 2004 - Jan. 2007

Northern Alberta Institute of Technology - Computer Systems Technology -

Graduated and received diploma in Computer Systems Technology program in 2007 with high marks and an understanding of business application programming. These courses gave me experience with program logic, project leadership, system analysis, networking, database management, .NET suite, Oracle, and C#.

WORK HISTORY:

Jan. 2010 - Present

Gauge Entertainment - Lead Vehicle Designer & Principle Concept Artist -

My main role as the Lead Vehicle Designer and Principle Concept Artist is to design the vehicles and conceptualize the in-game assets. I am part of a team creating a customizable game in the UDK engine. I have additional roles in maintaining the wiki pages, handling social media accounts and voice over. I specialize in Maya 3D and photoshop

April 2007 - Present

Iron-Gibbet Studios - Vocal Actor, Web Designer -

Iron-Gibbet Studios is an Edmonton based startup animation studio. I perform vocal work for the long running comic "Requiem Mask", being developed into an animated cartoon. At the studio I voice the character Viscount Raoul de Chagny.

May 2007 - July 2011

Collector's Edge, Toys and Hobbies - Senior Associate & Product Specialist -

I started at Collector's Edge as a basic sales representative and advanced to semi-manager and contributing web design and advertising.

May 2006 - Jan. 2009

NAIT Nugget Newspaper   - Comic Artist, Photo & Article Contributor -

At the Nugget I created a weekly comic that was published in every issue, as well I contributed material such as photos, video game reviews and various other columns. While at the Nugget I followed print standards and developed a long standing relationship with it's many editors and regulars. The weekly comic is still running and is now published as an online web comic.

AWARDS:

Received the "Jason Lang Scholarship" in 2009 thanks to my high grades and continued success. Placed on the "Dean's Honour Roll" for outstanding work and achievements in my second year of the NAIT DMD program.

VOLUNTEER:

Fall 2007 - Fall 2009

"NAITScape" & "EDGEScape" - Organizer and Participant -

These game clubs were based around the "Heroscape" boardgame. I started the club while attending NAIT, the club then carried over to Collector's Edge where games where held at the store. At both clubs I was the coordinator, regular participant and primary advertiser. My main goal was to promote the game and teach others basic rules and sportsmanship.

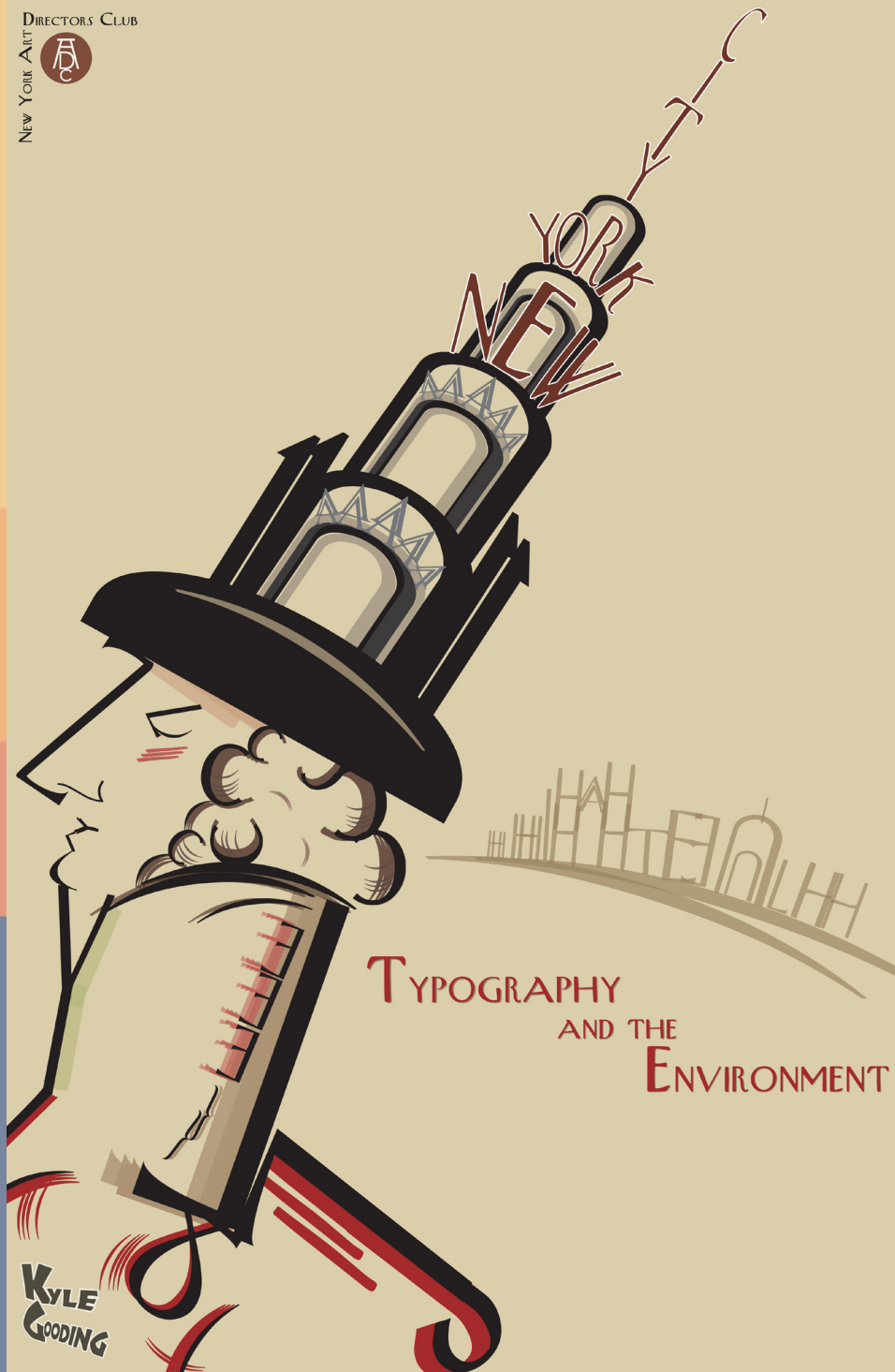## REFERENCES:

Available upon request.
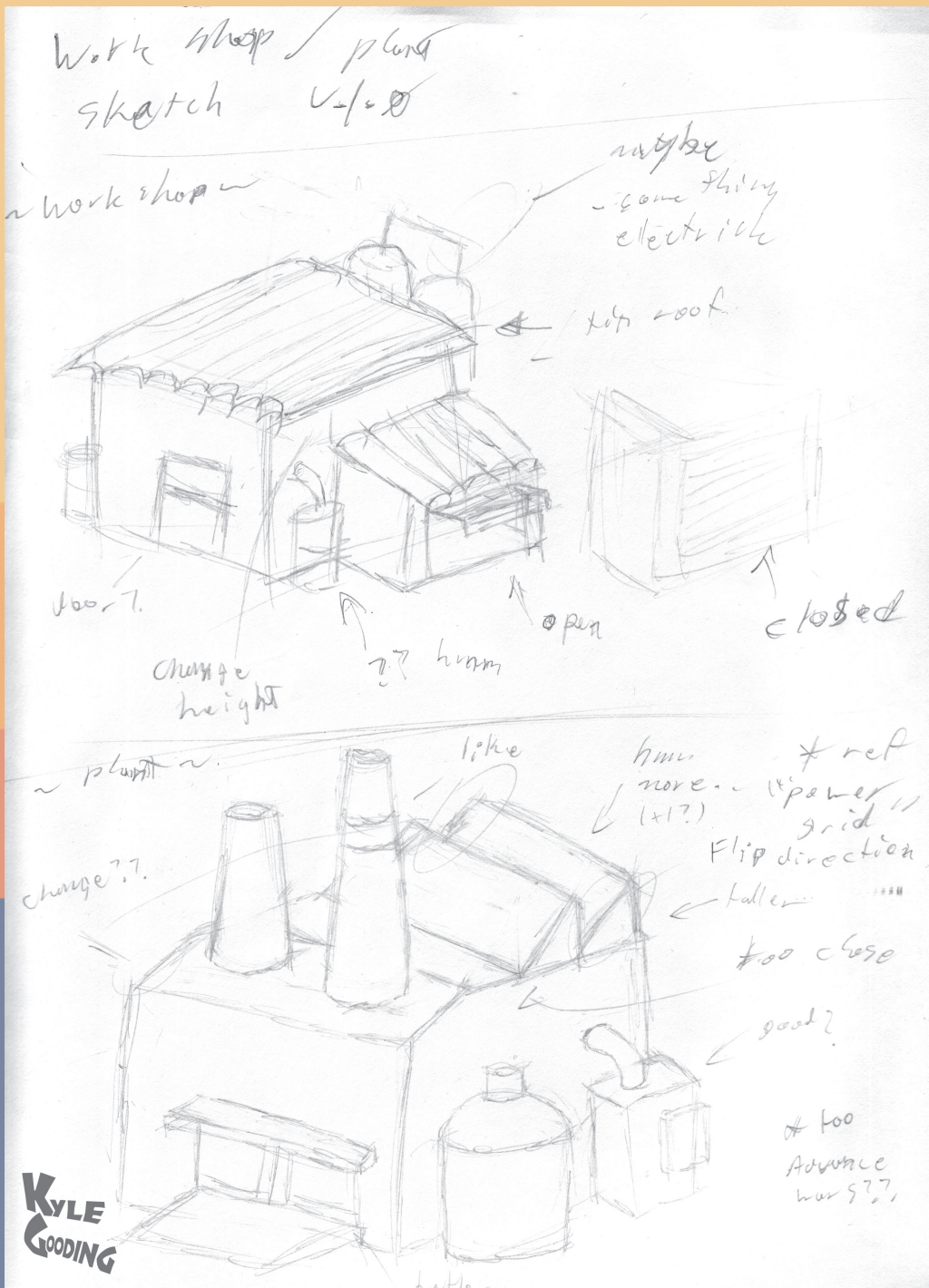
Title: "Cartoon Chameleon"
Medium: Finished pencil drawing on 11x17
Description: Finished pencil drawing of a cartoon styled chameleon, this is used as the main reference and basis for the 3D character model.

TITLE: "The Komodo"
MEDIUM: 3D clay render via Octane
                and Maya
DESCRIPTION: Render of a custom created
                car for an upcoming game
                project, the car is based off
                of several prominent 1970's
                designs.

Model: Kyle Gooding, Render: Gerry Ricard

TITLE: "Typography Tilley"

MEDIUM: Vector illustrated poster

DESCRIPTION: Using only various unmodified fonts I was to create an image around the theme of typography and New York City. References are the Chrysler Building and "Eustace Tilley"