



# KYLE BLAKELY

3D Digital Artist

## EDUCATION

### **Bowling Green State University**

8/7/23 - Present

Junior BFA Digital Arts Major

3.5 GPA / Dean's List

- 2023 Freshman talent award scholarship
- 2024 Sophomore talent award scholarship
- 2024 Showcased a VR Experience at BGSU undergraduate EXPO along with Animation
- 2025 Awarded CURS Grant for AI research on digital art

## PROFILE

I am a 3D digital artist with a strong interest in technology, design, and creative problem-solving. I am currently pursuing a BFA in Digital Art at Bowling Green State University, where I have earned multiple awards for my work and presented projects ranging from full-length animations to interactive and immersive experiences at the BGSU Art Expo. In addition to my academic work, I have contributed as a digital content artist, creating animations for large-scale displays at university sporting events, and I work part-time as a tutor and mentor, helping undergraduate students develop their digital art skills. I have also received a CURS Grant to conduct research on emerging AI tools and workflows in 3D digital art, exploring their impact on creative practice and the industry. I work well in collaborative environments, communicate ideas clearly, and bring a detail-oriented, organized approach to my projects. I am motivated to continue growing as an artist and designer by applying creative and technical skills to meaningful, real-world work.

## CONTACT INFO

Website: [Kyleblakely3d.com](http://Kyleblakely3d.com)

[Kjblake@bgsu.edu](mailto:Kjblake@bgsu.edu)  
(847) 924-2047

## WORK EXPERIENCE

### **Elk Grove Park District (Art Teacher)**

6/2/24 – 8/15/24

I taught drawing/ painting & art skills to grade school kids

### **Bowling Green State University**

- (Digital sports content artist)  
9/15/23 – 1/1/25  
Designed/ produced digital content BGSU Jumbotrons
- (AI research & Digital art tutor)  
9/2/24– Present  
University research on new Ai tools/ how they affect digital art  
Digital Art department tutor/ Mentor undergraduate students  
By helping them improve their digital art skills

## SKILLS

### Software experience

Maya

Blender

Houdini

After Effects

Substance Painter

### AI Programs

Flow Studio

Nvidia Omniverse

FloraFauna

Plask

Meshy

Midjourney

### Digital Art experience

Animation skills / Key Framing / Texturing/ Lighting/ Rigging / Digital art content /storytelling/ sound

FX

3D Modeling

AI Rig and animation

AI Model Generation

### Strong presentation & communication skills

- Constantly working with others and collaborating on class projects with peers
- Always present clear goals and accurate updates on progress
- Present final conclusions and findings of research by presentation, oral or written reports.

