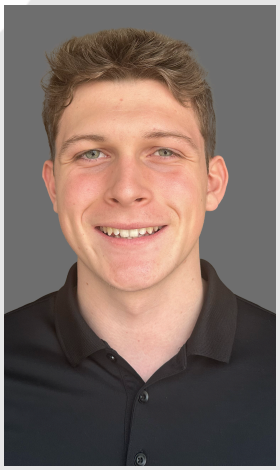

PROFILE

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

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Kjblake@bgsu.edu
(847) 924-2047

KYLE BLAKELY

3D Digital Artist

EDUCATION

Bowling Green State University
8/7/23 - Present
Senior BFA Digital Arts Major
3.5 GPA / Dean's List

- 2023 Freshman talent award scholarship
- 2024 Sophomore talent award scholarship
- 2025 Junior 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

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	AI Programs
Maya	Flow Studio
Blender	Nvidia Omniverse
After Effects	FloraFauna
Substance Painter	Plask
	Meshy
	Midjourney

Digital Art experience
Animation / 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.