KYLE BLAKELY

3D ARTIST & IMMERSIVE MEDIA

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PROFILE

3D artist focused on fulldome animation, immersive storytelling, and end-to-end production. Independently created a 90-second planetarium introduction for public screenings, including 3D imagery and 5.1 sound. Additional experience in large-format event visuals, undergraduate mentoring, and grant-funded AI research.

PROFESSIONAL EXPERIENCE

Fulldome Animation Intern | Cernan Earth and Space Center, Triton College | Summer 2026

- Led a 90-second fulldome introduction from concept through animation, compositing, and delivery; screened before public planetarium shows.
- Created 4K fisheye visuals and 5.1 surround audio, testing the finished work on the center's 40-foot dome.
- Animation selected for presentation at the 2026 Great Lakes Planetarium Association (GLPA) conference.

Digital Arts Tutor & AI Researcher | Bowling Green State University | Sep 2024–Present

- Mentor undergraduate artists in digital art tools, 3D techniques, and creative problem-solving.
- Research emerging AI tools for 3D art and animation through a CURS-supported project; share findings in written and oral presentations.

Digital Sports Content Artist | Bowling Green State University | Sep 2023–Jan 2025

- Designed and produced motion graphics and animated visuals for university sporting-event jumbotrons.

Art Teacher | Elk Grove Park District | Jun–Aug 2024

- Taught drawing, painting, and foundational art skills to elementary-aged students.

SELECTED PROJECT

BFA Senior Thesis — Fulldome Narrative Film | **In Progress** | Bowling Green State University | 2026–2027

- Directing an approximately five-minute immersive narrative short, combining 3D environments, character animation, first-person filmmaking, and spatial audio.

EDUCATION & RECOGNITION

Bowling Green State University

BFA, Digital Arts (3D), expected 2027 | GPA: 3.5 | Dean's List

Talent Award Scholarships

Freshman (2023) | Sophomore (2024) | Junior (2025)

Research & Exhibitions

CURS Undergraduate Research Grant (2025) | VR experience and animation shown at BGSU Undergraduate Expo (2024)

TECHNICAL & CREATIVE SKILLS

3D & Animation Maya, Blender, Houdini, Unreal Engine, Substance 3D Painter; modeling, texturing, lighting, rigging, keyframe animation, FX

Fulldome & Post Fisheye rendering, 5.1 surround sound, After Effects, Adobe Audition, compositing, editing, visual storytelling

AI & Research Flow Studio, NVIDIA Omniverse, FloraFauna, Plask, Meshy, Midjourney; AI rigging, animation and model generation

Communication Teaching, mentorship, teamwork, progress reporting, research presentations