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Kyle Labriola

Education

BFA Animation, California College of the Arts, Oakland, CA
September 2014-May 2017

Illustration, Rochester Institute of Technology, Rochester, NY
September 2012-December 2013

Skills

2D Animation - 3D Animation - Storyboarding - Illustration
Adobe Software (Photoshop, Flash, Premiere, AfterEffects, Illustrator)
Autodesk Maya
Avid Pro Tools
Microsoft Office

Animation and Design Experience

2D Character Animator, Team Haymakers, *Haymakers* (2016)
-Sidescrolling platformer game for PC, made in Unity
-Frame-by-frame animation for game protagonist

Art Direction and Design, *The Time Machine* Pitch Book (2015)
-Design for 2D animated adaption of the H.G. Wells novel

Art Lead and Animator, 7th Beat Games, *A Dance of Fire and Ice* (2015)
-Geometry-based rhythm game for PC and mobile, made in Unity
-Animation, art direction, UI design, and background painting

Illustrator and Character Designer, *Carpe College! Seize Your Whole College Experience* (2013)
-Collaboration with author Mike Metzler
-Designed characters and illustrated pages using Adobe Photoshop

Additional Work Experience

Autodesk Maya 3D Animation Tutor, California College of the Arts (2016)

School of the Arts Department Office Receptionist, Rochester Institute of Technology (2013)

Sales Floor Team Member, Target, (2013-2016)

Awards/Recognition

Finalist, *Dare To Be Digital* Game Development Competition in Dundee, Scotland (2015)
-Awarded for "A Dance of Fire and Ice"

Featured Artist, California College of the Arts Animation Gallery Show (2015 and 2016)

Best-in-Show, South Bay Art Association Show for Fine Arts/Illustration (2011)