Kyle Labriola

Education

BFA Animation

California College of the Arts Oakland, CA 2017 (GPA 4.007)

Illustration

Rochester Institute of Technology Rochester, NY 2013 (GPA 3.58)

Skills

2D Animation / Illustration / Design

Adobe Suite:

Photoshop Flash/Animate AfterEffects Premiere

Autodesk Maya TV Paint Avid Pro Tools

Microsoft Office

Game Development

Haymakers (2016-Ongoing)

2D Character Animator, Team Haymakers

- -Sidescrolling platformer game for PC/Mac
- -Frame-by-frame animation for game protagonist, enemies, and non-playable characters

Rhythm Doctor (2017-Ongoing)

PR/Marketing Lead, Community Manager, 7th Beat Games

- -2D rhythm game for PC/Mac/iOS/Android
- -Communicate with games press, manage social media and community mailing list
- -Design and create promotional character artwork

A Dance of Fire and Ice (2015)

Art Lead and Animator, 7th Beat Games

- -2D rhythm game for PC/Mac
- -Animation, art direction, UI design, and background painting

Illustration/Design

Cheating Death (2017)

Art Direction and Illustration

-Contract illustrator for 100+ cards in board game "Cheating Death"

Carpe College! Seize Your Whole College Experience (2013)

Illustrator and Character Designer

-Designed characters and completed page illustrations for book by Mike Metzler

Additional Work Experience

Child-Care Aide for Elementary School Program, SCOPE Education Services (2017-Ongoing)

-Draw with, design crafts, and supervise children grades 3rd-5th

Software Tutor, California College of the Arts (2016)

-Taught and assisted students with Adobe Flash, Autodesk Maya, and Adobe Photoshop by appointment through campus Learning Center