

# Kyle Hug 3D Artist

---

www.kylehug.com  
contact@kylehug.com  
541-777-0387

## Experience

**Bungie** | December 2008-May 2010  
Kirkland, Washington  
*Halo: Reach* | Contract 3D Artist

- Modeled, textured and imported objects into the game engine
- Made shaders for use with props and environments
- Set up damage states for new and existing assets
- Built collision and physics models for props
- Roughed out animation and rigging for later revision
- Worked with a team of artists to maintain visual continuity
- Created tiling textures for use with props and environments

**Liquid Development** | March 2008  
Portland, Oregon  
*Damnation* | Freelance 3D Artist

- Optimized 3D game assets
- Produced LOD models
- Created UV layouts for light maps

**3D Central** | 2007-2008  
Portland, Oregon  
*Various Projects* | Freelance 3D Artist

- Designed and generated character models and textures
- Provided digital sculpts for baking out to normal maps
- Developed 3D environment objects

## Education

**The Art Institute of Portland**  
Portland, Oregon  
Bachelor of Fine Arts in Game Art and Design (honors)  
2005-2008

## Software

3ds Max, Maya, ZBrush, Mudbox, Photoshop