

Kyle Weage

3D & VFX Artist

PROFILE

Versatile 3D and VFX Artist with extensive technical expertise across real-time engines and DCC software, including Unity, Unreal Engine , Autodesk 3DS Max , Maya , and Blender . Backed by a strong professional foundation in visual production, asset pipelines, and virtual technology design. Proven ability to navigate complex real-time workflows, lead collaborative teams, and deliver high-quality visual outputs under strict commercial deadlines.

CONTACT

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EDUCATION

- Bachelor of Science in
Virtual Technology and Design
- University of Idaho
2012 - 2016
Moscow, ID

TECHNICAL SKILLS

- . Real-time Asset Optimization
- . Environment & Scene Creation
- . Mesh Importation & Calibration
- . Animation Trees & Blend Trees
- . Material & Texture PBR Setup
- . Project File Architecture
- . Lighting & Scene Staging
- . Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

2D Asset & Graphic Producer

Kirby Co Corporate
06/2025 - 06/2026

- . Conceptualize, laid out, and delivered high-impact visual media and promotional assets distributed across 7 regional retail locations.
- . Utilized advanced Adobe Creative Suite workflows to maintain precise asset management and layout execution under tight, recurring weekly distribution pipelines.
- . Successfully balanced corporate design responsibilities concurrently with asset deployment schedules without missing a single commercial print or regional distribution deadline.
- . Managed localized digital deployment of visual campaigns, scheduling and publishing optimized digital content assets across multiple business platforms.

Closing Supervisor & Department Manager

Kirby Co Toledo Location
11/2017 - Present

- . Supervised floor staff, managed shift schedules, and oversaw daily department operations to foster a collaborative, organized, and productive work environment.
- . Directed inventory control, product rotation, and strategic merchandising layouts to enhance consumer visual experience and workflow efficiency.
- . Maintained high standards of operational execution by quickly resolving logistical bottlenecks, mitigating workplace complaints, and ensuring strict quality control.

Merchandiser

KEHE & Jyve
2016 - 2017

- . Utilized proprietary iOS applications to streamline stock management and real-time job planning across multiple high-volume locations.
- . Executed precise physical staging strategies to maximize visual clarity, accessibility, and optimal aesthetic presentation for the customer.

PROGRAM EXPERIENCE

Unreal Engine	3 Years	Unity	4 Years
Adobe Photoshop	8 Years	Autodesk 3DS Max	6 Years
Autodesk Maya	4 Years	Blender	4 Years