

Kevin Marble

VFX Artist



1989 Parkcrest Dr. SW #7
Wyoming, Michigan, 49519
T 248-914-1449
www.legendarymochi.com
Summoner Name: Legendary Mochi

Experience

VFX Artist, Frostburn Studios; Kalamazoo, MI - June 2015 -

Created visual effects for characters for *Heroes of Newerth*. Created effects for over 20 characters, and modeled and textured several In-game assets. Worked with QA to fix various content and VFX bugs.

VFX Artist, Frostburn Studios; Kalamazoo, MI - September 2015 - January 2016

Created visual effects for an unreleased 2D Platformer. Worked in Unity and Flash to create particles and effects. Created and worked with 2D assets to make them "engine ready". Worked with game designers to create features and content.

Education

Ferris State University, Grand Rapids, Michigan - Bachelors in Applied Science, 2015

Software Experience

3DS Max - Five years modeling in-game assets, characters, and retopologizing models.

Maya - Five years modeling in-game assets, and characters.

Zbrush - Five years sculpting High-Poly in-game assets, characters and environments.

Adobe Photoshop - Seven years painting, texturing, concepting characters, VFX, and environments.

Substance Painter/3D Coat - Three years of texturing in-game assets, character and environments.

Ddo/Ndo - Four years creating textures/maps for in-game assets, characters and environments.

Unreal Engine (3 &4) - Four years creating levels.

Work Related Skills

Fluent in Japanese - Lived in Japan for two years teaching english and working with youth.

2nd Degree Black Belt - Martial Arts Choreography, Taught Women's Self-Defense Classes.

Eagle Scout - Demonstrated leadership skills over the years in Scouting

GDC Conference Associate (2013 - 2014) - I worked with others to help create a friendly atmosphere so that attendees could pursue their interests. I translated to and from Japanese when it was appropriate.