

Kody Corbosiero

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Education

Champlain College | Game Art and Animation, b.s. | Anticipated graduation May '16

Champlain Valley Union High School | High school diploma | June 2012

Center for Technology, Essex – Computer Animation & Webpage Design

Skills & Abilities

ART

Conceptualize and communicate visually

Knowledge of perspective and space

Color theory and color balance

Can work in both traditional and digital mediums

TECHNICAL

Proficient in Adobe Suite (Photoshop, Illustrator, Flash, After Effects, Premiere)

Proficient in 3D Modelling/Sculpting Software (3D Studio Max, Maya, Sculptris, Z Brush)

Experience in PBR/PBS painting/texturing programs (Quixel 2.0, Substance painter)

Experience in different game engines (Unity, Unreal 4)

AWARDS

1st Place State Championship (Vermont) – SkillsUSA (3D Animation and Visualization) – 2010

12th place out of 60 National Championships - SkillsUSA (3D Animation and Visualization) – 2010

Apprentice Webmaster Certification – World Organization of Webmasters 2011

Experience

CHAMPLAIN COLLEGE GAME PRODUCTION

Space Dunk - Artist

February 2016 – Ongoing

Responsible for building environment, UI and collaborating with another artist.

KorKu - Lead Artist

August 2015 – December 2015

Coordinated with members of our team on all aspects of art.

Tommy Falcon Hoverboard Simulator 2015 – Lead Artist

February 2015 – April 2015

Headed the definition of the art style. Collaborated with another artist on UI and Environment.

References

Available Upon Request