



Contact

407.873.4256

kyronalldredgeart@gmail.com

On the web

kyronalldredgeart.com

artstation.com/noryk

linkedin.com/in/kyronalldredge

ig kyron_alldredge

Software

Unreal

Maya

Houdini

Embergen

Photoshop

Designer

Painter

After Effects

Premiere

Procreate

Projects

Hot Springs | Academic Project

Assembled an in-game environment using Unreal and successfully integrated instructor feedback

Created complex terrain and water materials utilizing material functions and parameters for easy adjustment and implementation

Used Photoshop to generate and extract new, realistic textures from existing materials to create matching fx

Generated 10+ environmental fx with controllable user parameters for easy duplication and adjustment to enhance the final piece

Shatter Crystals | Academic Project

Implemented pre-baked destruction from Houdini to Unreal

Developed a blueprint for an in-game, destructible asset the player can interact with

Adjusted weapon blueprint to interface with other blueprints and incorporate fx

Created a burst destruction and weapon effect with a combined aesthetic look

Wannabe Wizard Wilson | Personal Project

Worked collaboratively with another artist

Designed dynamic, magical fx that complement character animation

Utilized Embergen to create custom flipbooks for implementation in Unreal

Used Designer to generate procedural textures that match the desired, stylized look

Education

Bachelor of Fine Arts, Game Art
Gnomon - School of VFX, Games, & Animation
Los Angeles, CA | *Summer 2025*

Associate of Science, Game Design
Moorpark College
Moorpark, CA | *Spring 2022*