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Profile

I am a creative and technically skilled real-time fx artist that builds visually compelling and optimized visual effects for games. I am proficient in real-time particle systems, material graphs, and blueprinting in Unreal Engine. I am a collaborative team player who understands all aspects of the game pipeline.

Summary of Skills

VFX Creation

Strong understanding of Unreal Engine, Niagara, and Houdini

Eye for establishing a visual hierarchy using timing, value, motion, color, and form

Industry standard techniques to create performative game fx

Material Creation

Proficient in shader development and material graphs

Creation of materials through painted textures and procedural generation

Communication

Achieving the desired look through milestones and implementation of feedback

Positive, proactive mindset toward problem-solving and contributing toward the team's vision

Software

Unreal
Maya
Houdini
Photoshop
Procreate
Designer
Painter
After Effects
Premiere

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*