

Kyle Cahill

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[Link to Portfolio](#)

PROFILE:

Technical Art Skills

- Thorough knowledge of human and animal anatomy, perspective, and structure.
- Adaptable to a variety of visual styles.
- Strong sense of color theory.
- Comfortable working with a variety of mediums and materials.

Communication and Organizational Skills

- Works well in fast-paced environments.
- Dependable, hardworking and efficient.
- Attentive to minute detail.
- Quick to adapt and eager to learn.

Software Skills

- Excellent knowledge in Toon Boom, Photoshop, After Effects, Unity, Aseprite
- Knowledgeable in Illustrator, Blender, 3DS Max, Procreate
- Working knowledge in Maya, and Godot

EDUCATION:

Bachelor of Applied Arts in Animation

Sheridan College, Oakville ON

- Graduating class of 2012
- Created an independent short thesis film for my fourth year.

EMPLOYMENT:

Pipeline Studios

Lead Design/ Design Supervisor- Dora the Explorer

January 2022 - January 2025

- Acted as design supervisor and lead designer. Handled all 2D art from script funpack, characters, props, locations, colour keys, matte paintings, and surfacing textures for 3D assets. Supervised team of artists in all aspects of the 2D design processes, ensuring assets were delivered according to the production schedule.

Brown Bag Films

Character Designer

Oct 2021- January 2022

- Ensuring all assets are built in Harmony, cleanly, on model, and ready for animation. Designing and building all, rotations, mouthkits, handkits.

Guru Studio

Prod. Design Supervisor- PikWik Pack

Sept 2018- April 2021

- Ensuring all assets are built in Harmony, cleanly, on model, and ready for animation. Designing and building all, rotations, mouthkits, handkits.

Little Blackstone Studios

Character Designer- Grand Army

Sept 2019- May 2020

- Designing characters, poses, expression charts, and rotations for animated sequences of a live action production. Character designs needed to work well for animation, while staying true to the live action actors in the show

Yowza! Animation

Character and Prop Designer- Welcome to the Wayne (season 2)*Sept 2017- June 2018*

- Designing Characters and Props. Rotating and Breaking designs in Toon Boom for rigging, and animation. Handkits, mouthkits, and special poses.

Guru Studio*Color Artist - The Breadwinner Movie**Nov 2016- March 2017*

- Making sure all the animation and lineart was colored, and filled correctly in Toon Boom.

Guru Arcade*Lead Artist /Game Designer**Nov 2015- Oct 2016*

- Designing the look and feel of the game, as well as completing all final assets.
- All UI and menu artwork.
- All animation.

Guru Studio*Character Design and Clean Up Artist/ Layout Artist**Feb 2014- Oct 2015*

- Designing, Rotating and Cleaning up designs in Toon Boom Harmony.
- Mouthkits, and character breaking for animation.
- Doubled as layout artist depending on schedule and workload

Pip Animation Services Inc.*Freelance Layout Artist**Aug 2013- Jan 2014*

- Working with a team remotely to complete episodic layout packages in a timely manner
- Worked primarily in Photoshop.

Kiwi Inc.*Designer/ Animator**Oct 2012- Aug 2013*

- Working with a team remotely on multiple mobile games. (Brightwood Forest, Millionaire Slots)
- Flash Build, Animation and game assets
- Designing and completing all assets in Flash (isometric buildings, objects, characters etc.)

Game Pill Inc.*Game Designer/ Animator**Sept 2012 – Nov 2012*

- Designing the look and feel of the game
- Flash Build, Animation and game assets

Illustrate It Inc.*Designer/ Storyboard Artist and Animator**May 2012 – February 2013*

- Completed an entire explainer video from Design to Animation single-handedly
- Designing the look and feel of a video
- Storyboarding, revisions and animation in Flash, Photoshop etc.

Chuck Gammage Animation*Animation Intern**June 2011 – November 2011*