

KYLIE THOMAS

EDUCATION

Texas A&M University
College Station, TX *June 2026*
Bachelor of Science in Visualization *GPA: 3.69*
Minors in Computer Science and Game Design/Development

- **Relevant Coursework:** Data Structures and Algorithms, Game Design
- **Awards:** Dean's List (2024), Aggie Vizzers at Electronic Arts Scholarship (2025)

EXPERIENCE

TelQuip
Administrative Assistant (Remote) *March 2023 - May 2024*

- Provided detailed product estimates to over 1,000 requests
- Designed 5 product fliers marketing to potential customers on LinkedIn
- Updated and maintained the company website

PROJECTS

Deadline
College Station, TX *July 2024 - August 2024*

- Programmed gameplay mechanics using UE5 blueprinting, as well as utilized widget blueprints for in-game UI interactions.
- Led environment art and oversaw set-dressing, lighting, and map layout.
- Featured at *Viz-A-GoGo 32*, TAMU Visualization's Art Exhibition and Screening

Quixote Quest: Lonestar Legends
College Station, TX *August 2024 - November 2024*

- Contributed in a team of 6 to create a two-player co-op puzzle game that was showcased at *LoreFest 2024* in Bryan, TX
- Directed environment development and was in charge of lighting, shaders, and layout within UE5

In Plane Flight
College Station, TX *February 2025*

- Collaborated with a group of 4 people to create a video game within 48 hours under the theme "In Plain Sight"
- Managed environment art, set-dressing/layout, lighting and shaders
- Won *Best in Game Design* out of 55 entries and 232 participants at *Chillennium 2025*

CLUBS & ACTIVITIES

2D Visual Developers
College Station, TX *January 2023 - May 2024*
Officer and Fundamentals Mentor

- Helped lead presentations to audiences of up to 40 students on how artists work in a professional field including how to develop portfolios and improve artwork.
- Mentored a group of 10 college students on the fundamentals of art, and conducted drawing exercises and critiques.

PORTFOLIO

www.kyliethomas.art

CONTACT

- Corpus Christi, TX
- College Station, TX
- kamky03@gmail.com

SKILLS

- SOFTWARE**
- Unreal Engine 5
 - Maya
 - Figma
 - Substance 3D Painter
 - Substance 3D Designer
 - Adobe Photoshop
 - Adobe Illustrator

LANGUAGES

- C++
- HTML
- CSS
- Python

INTERESTS

- Lighting
- Materials and Shaders
- Game Development
- 3D Modeling