

1268 Wayne Rd.
London, Ont.
Canada
778-238-3377
kylemcqueen@gmail.com
www.artofkmcqueen.com
password: #notsopro

KYLE MCQUEEN

Production Designer / Art Director / Award Winning Filmmaker

My focus is to successfully translate design objectives into distinct and appealing visual styles and maintain harmony and consistency throughout all aspects of production. I strive to push ideas to new directions and explore unique creative avenues while continuing to work at improving my own skills as an artist and team leader. I aim to provide a positive and supportive team environment focused on collaboration and clear communication, both artistically and verbally, while challenging artists to explore and grow beyond their comfort zones.

PROFESSIONAL HISTORY

Netflix Feature Animation

Apr. 2020- June 2023

Production Designer and Art Director

Responsible for establishing and maintaining the visual style, quality and tone across all departments for the Netflix original CG animated feature **THE MONKEY KING**. Managerial duties include hiring staff and vendor studios, providing artistic direction and feedback to all studio artists including story, layout and animation working alongside the Director and directly with Producers and department Supervisors.

- Established the look through conceptual art, storyboards and paintovers and worked closely with the vendor to oversee the production of the 2D montage sequence, including animation direction, layout, colour script and compositing
- Create, maintain and communicate the visual style of the film through concept art, character, prop and set designs, colour script, lighting keys, expression and posing sheets, colour and texture styling, as well as modelling and animation draw-overs.
- Oversee the translation of 2D artwork into 3D assets including modelling, look development, lighting and animation

Bron Animation / Netflix

Sep. 2016- Feb. 2019

Production Designer and Art Director

Responsible for establishing and maintaining the visual style, quality and tone across all departments for the Netflix original CG animated feature **THE WILLOUGHBY'S**. Managerial duties include hiring staff, providing artistic direction and feedback to all studio artists and working directly with the Directors, Producers and department Supervisors.

- Create, maintain and communicate the visual style of the film through concept art, character, prop and set designs, colour script, lighting keys, expression and posing sheets, colour and texture styling, as well as modelling and animation draw-overs.
- Oversee the translation of 2D artwork into 3D assets including modelling, look development, lighting and animation

Nitrogen Studios

Jul. 2013 - May 2016

Production Designer and Art Director

Responsible for establishing and maintaining the visual style, quality and tone across all departments for the CG animated feature **SAUSAGE PARTY**. Managerial duties include hiring staff, providing artistic direction and feedback to all studio artists and working directly with the Directors, Producers and department Supervisors.

- Create, maintain and communicate the visual style of the film through concept art, character, prop and set designs, colour script, lighting keys, expression and posing sheets, colour and texture styling, as well as modelling and animation draw-overs.
- Oversee the translation of 2D artwork into 3D including modelling, look development, lighting and animation

East Side Games

Feb. 2012 - 2013

Studio Art Director

Responsible for establishing and maintaining the visual style, quality and tone for all studio art teams and all art disciplines across social and mobile platforms including FACEBOOK, GOOGLE +, iOS and ANDROID. Managerial duties include hiring staff, conflict resolution, providing artistic direction and performance evaluations for all studio artists, and working closely with Producers, Creative Directors and and CCO to establish studio production pipelines.

- Established art, UI and animation direction across multiple studio projects including DRAGON UP for iOS, winner of the **BEST ART AWARD** at Casual Connect 2013
- Visually rebranded studio identity including logo design, colour palette and marketing and promotional materials such as business cards and merchandise
- Worked to improve art quality within the studio by implementing more focused hiring and production practices and continuing education courses and seminars

Nexon America Inc.

2009 - 2011

Art Director (May 2010-Oct. 2011)

Lead Artist and Animation Director (Mar. 2009- May 2010)

Rapidly advanced from Lead Artist to Art Director responsible for creating the artistic direction including visual development, animation and story development. Hired and provided artistic direction to both freelance and 3rd party development teams. Worked closely with the Producer and Creative Director to establish production pipelines.

- Art and Animation Director for **ZOMBIE MISFITS** Facebook game
- Wrote, directed, designed and animated **BLOCK PARTY FOR BLOCKHEADS**, the short film used to promote Nexon's BLOCK PARTY website.
- Help successfully rebrand a foreign title for Western marketing purposes, including logo creation and merchandising for the critically acclaimed **VINDICTUS** videogame.

Humanature Studios (Nexon Publishing North America)

Aug. 2007 - Jan. 2009

Lead Concept Artist and Animation Director

Studio B Productions (Now DHX Media)

Jan. 2005 - Aug. 2007

Lead Character Designer (May 2006- Aug. 2007)

Flash Animator (Sept. 2005 – Apr. 2006)

Storyboard Artist (June 2005)

EDUCATION, ARTISTIC AND TECHNICAL SKILLS

Diploma, 2D Classical Animation Program - 3.9 GPA – Sheridan College

2002 - 2005

Diploma, Art Fundamentals – Sheridan College

2001 - 2002

Artistic Skills

Traditional and Digital Painting, Character, Prop and Set / Environment Design, Colour Scripting, Lighting Keys, Cel and Flash Animation, Storyboarding, Scriptwriting

Software Skills

Flash, Photoshop, Illustrator, After Effects, Final Cut pro, Adobe Premiere Pro, basic Maya knowledge, Painter, Sketchbook Pro, Shotgun