

KAYLEE BONNOT

VISUAL DEVELOPMENT

CONTACT

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EDUCATION

TEXAS A&M UNIVERSITY
May 2025
Bachelor of Science, Visualization
Minor in Japanese

ST THOMAS AQUINAS
May 2020
High School Diploma

SKILLS

Effective Problem-Solver
Teamwork and Collaboration
Conflict Management
Japanese

TECHNICAL SKILLS

Maya
Houdini
Unreal Engine 5
Adobe Creative Suite
Clip Paint Studio
Microsoft Office Suite
Python, Processing, C++



PROFILE

An enthusiastic and dedicated Texas A&M graduate seeking to contribute creative and technical skills to a visual development team. Passionate about look development, 3D modeling, and crafting immersive environments in Unreal Engine 5. Experienced in using Blueprints and thriving in collaborative, team-oriented settings with a strong foundation in leadership. Eager to grow professionally and continue refining my craft in the interactive entertainment industry.

ACADEMIC EXPERIENCE

SENIOR CAPSTONE • AUGUST 2024-DECEMBER 2024

Texas A&M University • College Station, TX

Developed a 3D model of the Pokémon Alolan Marowak as a senior capstone project, with emphasis on bridging 2D-to-3D design translation and exploring the Uncanny Valley effect in character design. Utilized a full digital art pipeline including sculpting in ZBrush, texturing in Substance Painter, and rigging in Blender with IK–FK switches.

MORTE D’ARTY • AUGUST 2023-DECEMBER 2023

Texas A&M University • College Station, TX

Collaborated with a team of five to create an original animated short under the guidance of a professor and industry professional. Served as Co-Lead for Environment, overseeing the design and development of settings while contributing to surfacing, modeling, and credits. The short was showcased in Texas A&M’s Visualization Fall Show, reflecting both collaborative effort and professional quality.

WHAT’S INSIDE • JANUARY 2023-MAY 2023

Texas A&M University • College Station, TX

Worked with a team of five to produce an original animated short under the guidance of a professor and industry professional. Served as Lead for VFX and Procedural Modeling, developing dynamic effects and procedural assets while also contributing to concept art. The short was showcased in Texas A&M’s Visualization Spring Show, highlighting its creative and professional quality.

WORK EXPERIENCE

INTERNSHIP • MAY 2023-AUGUST 2023

Kyorin University • Kichijōji, Japan

Served as a teaching mentor under American and Japanese professors, supporting students in English reading, writing, grammar, and vocabulary. Designed interactive lessons, provided individualized feedback, and fostered an inclusive, culturally aware learning environment.