Kylie Beaudry

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EDUCATION

Worcester Polytechnic Institute, Worcester, MA

BA in Interactive Media & Game Development, May 2026, GPA 3.3/4.0

SKILLS

3D Modeling: Autodesk Maya, 3dsMax, AutoCAD

3D Texturing: Substance Painter, Substance Designer

3D Implementation: Unreal 5 Material Editor, Unreal 5 Animation Blueprints and Character Blueprints

Programming Languages: Python, C, MEL

RELATED EXPERIENCE

Major Qualifying Project, WPI, October 2025 - May 2026

- Out of 15 projects in the program, was awarded the WPI Provost award
- Collaborated as a technical artist on a team of five to develop a 3D strategy game
- Implemented custom logic for materials, allowing for fine-tuned look development
- Implemented support in character blueprints for alembic animations
- Documented design decisions and social impact in a 90 page paper and oral presentation

Course Project, WPI, April 2026

- Created a walkable virtual room in Unreal Engine 5 with models made in Autodesk Maya
- Utilized realistic lighting and outdoor assets to compliment room and furniture assets

AWARDS

WPI Interactive Media & Game Development Provost Award (May 2026)

JoyArt Boston In-Game Art Implementation Category Winner (April 2026)