

KRISTAN KELLY

Visual Effects Generalist – Character Artist, 3D Modeler
<http://www.KrisKelly3D.com>

Phone: (912) 713-6535
E-Mail: KrisKelly3D@gmail.com

PROFESSIONAL EXPERIENCE

Trailer Park – July 2011 – Present

Digital Sculpting, Modeling, Texturing

- Digital Sculpting and posing characters for media and video game package artwork

Rhythm & Hues (The Box) – May 2011

Texture Artist, 3D Modeling, Digital Sculpting

- Modeling and texturing assets such as environments, props, and clothing related to the project.
- Using my technical knowledge to assist in problem solving situations.

Creative Differences – May 2010 – March 2011

Lead Texture Artist, Creature Artist – Texturing, Digital Sculpting, Shader setup, and Rendering

- Texturing extremely high resolution creatures
- Working with a team of fellow artist to create workflow and pipeline solutions

Dilated Pixels, April 2010 – June 2010

Character Artist – Digital Sculpting, Texturing

- 3D Modeling and Sculpting high resolution character for an E3 game Trailer
- Texturing High resolution characters

Brand New School, November 2009 – March 2010

Maya Artist – 3D Modeling, Digital Sculpting

- Modeling characters and creatures for 3D Motion Graphics projects
- Using Digital Sculpting techniques to create characters based on design

Zoic Studios, March 2009 – April 2010

Freelance Maya Artist – 3D Modeling, Texturing, Digital Sculpting & Setup

- High polygon creature and mechanical modeling using Zbrush and Maya Unlimited
- Modeling and Texturing props and environments for game cinema and episodic projects
- Setting up existing models from the client to work with our Maya Mental Ray pipeline

Moo Studios, June 2009

Maya Artist – 3D Modeling, Texturing, & Animation

- Modeling props for an independent short film
- Task also included texturing props, rigging and animating

CBS Digital, November – December 2008

Freelance Maya Artist – 3D Modeling, Texturing, Lighting & Animation

- Created Hard-Surface 3D Models for work on television
- Texturing 3D Models in Maya for production work

Heckart Studios, June, October 2008

3D Modeling, Pre-vis Animation, Texturing, Lighting & Rendering

Zoic Studios, January 2008 – August 2008

Freelance Maya Artist – 3D Modeling & Texturing

- Modeling and Texturing 3D elements for various VFX projects

DigiSculptor, February 2008 – March 2008

3D Modeling & 2D Design

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PROJECTS

Commercial

Fable 3 - The Journey, Lord of the Rings - War in the North, Aflac, Nascar, Target Field, Foodmaxx, Coke International, Mountain Dew/World of Warcraft, The Saboteur(EA), Quantum of Solace, Sims Animals, AT&T U-Verse

Feature

Strawdogs, The Best Player, Rift

Episodic

Reign of the Dinosaurs(Discovery), Fringe(Fox), V(ABC), Fallen Skies(Pilot), Boldy Going Nowhere(Pilot)

EDUCATION

Bachelor of Fine Arts, Savannah College of Art & Design - 3D Animation

HONORS and AWARDS

3DWorld Magazine, Image of the Month – **The Revolutionary**
Ballistic Publishing, d'artiste Character Modeling 3 – Invited Artist

PROFESSIONAL SKILLS

- Digital Sculpting w/ Z Brush
- Hard Surface 3D Modeling in Polygons & Nurbs
- Character and Creature creation
- Texturing
- Lighting & Rendering

ADDITIONAL SKILLS

- Fully Proficient in Adobe Creative Suite Applications
- Traditional 2D Drawing and Sketching Skills

TOOLS

- Maya Unlimited
- Maya Mental Ray
- Windows XP, Vista
- Wacom Tablet
- Pixologic Z Brush
- Autodesk Mudbox
- Adobe Photoshop
- Adobe Illustrator

RELEVANT EXPERIENCE

Planet Bravo, summer 2009

Camp Counselor, Maya Animation Instructor

Locos Grill & Pub, 2003 - 2007

Assistant Floor Manager, Certified Trainer, Delivery Manager

ACE Computer Camp, summers of 1998 – 2000

Camp Counselor, HTML Instructor

REFERENCES

For References, please contact – KrisKelly3D@gmail.com