

KRISTAN KELLY

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

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

PROFESSIONAL EXPERIENCE

Creative Differences – Maya 2010 – Present

Lead Texture Artist – Texturing

- 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

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

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
- Creating effects for production work that was not only efficient but effective

Heckart Studios, June, October 2008

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

- Creating, lighting, and rendering photo-realistic elements for use in various projects
- Modeling low-res environments based off of blueprints for pre-vis animation
- Using Maya particle systems to create elements for product packaging

Zoic Studios, January 2008 – August 2008

Freelance Maya Artist – 3D Modeling & Texturing

- Modeling and Texturing 3D elements for various VFX works including commercial content and video game cinema
- Using skills in Maya to aid in Visual effects and 3D projects
- Working with Advanced Artists to learn new skills associated with my focus

DigiSculptor, February 2008 – March 2008

3D Modeling & 2D Design

- Working with the company owner to deliver 3D mock-ups of products as they would be seen in major department stores.

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EDUCATION

College

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

Relevant Courses Taken

- Advanced Modeling
- Digital Materials and Texturing
- Sculptural Texturing for Games
- Digital Lighting and Rendering

HONORS and AWARDS

Ballistic Publishing, d'artiste Character Modeling 3 - invited artist

PROFESSIONAL SKILLS

- Digital Sculpting w/ Z Brush
- Hard Surface 3D Modeling in Polygons & Nurbs
 - Environments
 - Prop/Set Modeling
 - Automotive
- High Polygon Character and Creature creation
- Low Polygon 3D Character Modeling
- 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
- NewTek LightWave
- Adobe Photoshop
- Adobe Illustrator

ADDITIONAL 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

Niel Wray – Visual Effects Supervisor, CBS Digital

E-Mail: nrwrap@yahoo.com

Phone: (626) 222-9770

Brooke Brigham – Recruitment Director, Zoic Studios

E-Mail: brooke@zoicstudios.com

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Jason Monroe – Senior Maya Artist, Zoic Studios

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