

KRIS KELLY

Senior Visual Effects Artist
Senior Character Artist

Phone: 912-713-6535
e-mail: KrisKelly3D@gmail.com

<http://www.KrisKelly3D.com>

SUMMARY

Kris Kelly is an experienced Lead/Senior Character Artist with over 10 years of experience in the Visual Effects Industry. His expertise lies in creating Characters, Creatures, and other Assets for various projects such as Film, Television, Game Cinematics, Commercials, Mobile, and VR. Kris is proficient in both Hard Surface and Organic Modeling, enabling him to create both realistic and stylized characters.

With a Bachelor of Fine Arts Degree from the prestigious Savannah College of Art and Design, Kris has worked for some of the industry's most high-profile studios. He has experience as a Texture Artist, and his background in 3D animation and hard surface modeling makes him a versatile artist. Kris's dedication to improving his craft is evident, and he continually works to expand his knowledge base.

As a 3D generalist, Kris's skill set is not limited to character creation and 3D modeling, but spans across the visual effects industry. If you require his services for any 3D project, please do not hesitate to contact him via the contact details available on his website.

PROFESSIONAL SKILLS

- **Digital Sculpting:** Zbrush, Mudbox
- **3D Modeling:** Maya, 3ds Max, Marvelous Designer
- **Texturing:** Substance Painter, Mari, Photoshop
- **Rendering:** Vray, Redshift, Arnold

EDUCATION

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

PUBLICATIONS

3D Artist Magazine, Picture of the Week - **A Wolf in Sheep's Clothing**
Ballistic Publishing, EXPOSÉ 11 - **A Wolf in Sheep's Clothing**
3dcreative Magazine, Image of the Week - **A Wolf in Sheep's Clothing**
InCG Magazine(Japan) - **A Wolf in Sheep's Clothing**
Sketchozine, Vanity Volume 3 - **The Revolutionary**
3DWorld Magazine, Image of the Month – **The Revolutionary**
3dcreative Magazine, Image of the Week - **The Revolutionary**
Ballistic Publishing, d'artiste Character Modeling 3 – **Invited Artist**

ADDITIONAL WORK

Texturing & Rendering Realistic Skin(Tutorial) - **ZBrushWorkshop**

HONORS

Alumni & Professional Mentor for Savannah College of Art and Design Students - Spring 2018

REFERENCES

For References, please contact – KrisKelly3D@gmail.com

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PROFESSIONAL EXPERIENCE

Ghost VFX, May 2021 - March 2023

Senior Character Artist - Digital Sculpting, 3D Modeling, Texturing, Look Development

Encore Hollywood, Aug 2020 - May 2021

Senior Character Artist - Digital Sculpting, 3D Modeling, Texturing, Look Development

AT&T Digital Media Center, June - 2020 - July 2020

Senior Character Artist - Digital Sculpting, 3D Modeling, Texture Painting

CoSA VFX, Jan 2018 - Apr 2020

Lead Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

ObEN, Inc, Jul 2018 - Dec 2018

Lead Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

Kevin VFX, May 2018 - Jul 2018

Senior Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

Myth VFX, Mar 2018 - May 2018

Senior Character Artist - Digital Sculpting, 3D Modeling

Zero VFX, Jan 2018 - Mar 2018

Senior Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

Truly Yours Kevin, Nov 2017 - Dec 2017

Senior Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

Eight VFX, Sep 2017 - Nov 2017

Senior Character Artist - 3D Modeling, Texture Painting, Look Development

Synchrony Studios, July 2017 - Sep 2017

Lead Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

Eight VFX, Jun 2017 - July 2017

Senior Character Artist - Digital Sculpting, 3D Modeling, Texture Painting, Look Development

Buddha Jones, Feb 2017 - May 2017

Senior Character Artist - Digital Sculpting, 3D Modeling, Texturing, Look Development

Framestore - Nov 2016 - Feb 2017

Senior Visual Effects Artist - Digital Sculpting, 3D Modeling, Texturing

The Mill, May 2016 - Nov 2016

Senior Character Artist - Digital Sculpting, 3D Modeling, Texturing, Look Development