

# KELLYWATERS

MULTIDISCIPLINARY DESIGNER

from: Calgary, Alberta  
currently in: Vancouver, BC  
will work: (Almost) Anywhere  
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## PROFILE

I am constantly learning and growing my technical as well as artistic skills. I want to be someone that can be looked upon to solve any design problem. Projects that affect as many lives as possible are the ones I want to be a part of, and I am willing and able to learn and do what it takes to succeed.

## RECENT EXPERIENCE

### Freelance Digital Artist

The Film Production Company / Beijing / Summer 2013

Worked closely with a small costume design team in Beijing. My tasks included designing several t-shirts for the film's production. The movie's working title was "PK BaiFuMei", and it should be released Summer 2014.

### World Artist / QA Tester

United Front Games / Vancouver / August 2011 - May 2012

Started as QA Tester, a job that I was good at. I wanted more though, so I volunteered to pick up some slack on the world art team. This turned into a position on the art team. I fixed a lot of bugs and made a lot of LODs for "Sleeping Dogs".

### 3D Designer

Dream Lighting / Beijing / May 2013 - June 2013

I was brought to Beijing as sort of an all-purpose designer. Though they did not have too clear of a role for me, I did a variety of tasks, such as sculpture design, exhibition design, live show direction and web design.

### Freelance Video FX Artist

Vovo Productions / Vancouver / Summer 2009 - Present

When Vovo Productions needs some extra technical work for their various film projects, they come to me. I have done work on documentaries for UBC, Enecsys and the David Suzuki Foundation. This is not a real job, just sporadic work.

## EDUCATION

### Interactive Arts and Technology - B. Sc.

Simon Fraser University / Vancouver / Graduated April, 2010

Extensive knowledge gained of the human-centered design process, including the application of user studies (ethnography, cultural probes, surveys, etc.), prototyping (physical and digital), brainstorming of ideas, interface design, communication design and information modelling. I was usually the '3D' guy on my team.

### Game Art & Design - Diploma

Art Institute / Vancouver / Graduated 2006

Began my path as a designer at the Art Institute of Vancouver. This was my first time being 'forced' to design and draw for marks. I had a great time, and the technical basics for what I can do now.

## TECHNICAL SKILLS

3ds Max	Solidworks	Java
Maya	Cinema 4D	Javascript
After Effects	Ableton Live	
Photoshop	Processing	
Illustrator		
HTML		
CSS		

That's cool and all,  
but what does he **REALLY** want to do?

Development  
Sketching  
Prototyping  
Use my hands  
Work with music and musicians  
Interaction research and design  
Learn to cook like a beast