

KELSEY MARTIN

current | 881 Arguello Blvd, San Francisco, CA 94118
portfolio | kelseym.com email | bopx@kelseym.com phone | (805) 794-4131

EXPERIENCE

Associate Texture Artist at Telltale Games (Aug 2015 - present)

Batman: A Telltale Games Series

Character textures, character paintovers, texture style development

The Walking Dead: Michonne Mini Series

Character textures

Tales from the Borderlands

Character texture support

Game of Thrones: A Telltale Games Series

Environment texture and modeling, prop and asset creation, character texture support

Junior Texture Artist at Telltale Games (Sept 2014 - Aug 2015)

UV Mapping, Diffuse Texture Painting

Intern at Tom Marcoux Media, LLC (2014)

Graphic novel layouts

Student Thesis Collaboration (2013 - 2015)

Continually provided concepts for an Environment Artist's graduate thesis project

Game Jam: Radioactive Multiplayer Baby Rocker Racing (2012)

Provided all visual assets, assisted in game design

Created in 3 days as part of the "Molyjam" Game Jam in San Francisco

Freelance Artist (2011- present)

Sold personal artwork and commissions at conventions:

Fanime, AOD, Kraken Con, Anime Expo

Managed online business selling personal artwork and commission work

SKILLS and SOFTWARE

- Adobe Photoshop
- Traditional Media
- Autodesk Maya
- 3D Coat
- Mari
- Digital Painting
- Character Design
- Figure Drawing
- Illustration
- Prop and Asset Modeling
- UV and Texture
- Turnarounds
- Paintovers

EDUCATION and AWARDS

Academy of Art University in San Francisco | Game Design/ Visual Development (2011- 2015)

GPA 3.61 Recognized on the President's Honor List

- Selected for Academy of Art University's Spring Show (2012-2014) Honorable Mention recipient (2013)

EXTRACURRICULAR and VOLUNTEERING

- I-House Council (Academy of Art University, 2011 - 2012)
Organized dormitory gaming tournament events