KELSEY MARTIN

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Passionate about Art and Games • Strong Work Ethic • Effective Communicator • Creative • Fast Learning and Adaptable

OBJECTIVE

To create appealing and immersive characters, props, and environment concepts which translate easily for use in 2D and 3D video games.

EXPERIENCE

- **Freelance Artist** (2011- present)
    - Sold personal artwork and commissions at conventions:
        - Fanime 2011& 2013, AOD 2013& 2014, Kraken Con 2013, Anime Expo 2014 (upcoming)
    - Managed online business selling personal artwork and commission work
- **Student Thesis Collaboration** (2013 - present)
    - Continually providing 2D concepts for a 3D Modeling student's graduate thesis project
- **Game Jam: Radioactive Multiplayer Baby Rocker Racing** (2012)
    - Provided all visual assets, assisted in game design
    - Created in 3 days, part of Molyjam Game Jam in San Francisco
- **Department Artist for Journalism Club** (Foothill Technology High School 2009)
    - Provided weekly illustrations, designed logo and header

EXTRACURRICULAR

- **I-House Council** (Academy of Art University, 2011 - 2012)
    - Organized dormitory gaming tournament events
- **FIRE Leader (Foothill Intervention, Reinforcement and Enrichment program)** (FTHS, 2009)
    - Provided daily academic tutoring, social support, and mentoring freshman students
- **Juggling Club Secretary and Co-Founder** (FTHS, 2008)
    - Recorded meeting dates and activities, Assisted in teaching other students
- **National Honors Art Society Club Vice President** (FTHS, 2008)

VOLUNTEERING

- **Co-Created after school art classes for elementary schools without art programs** (2009 - 2010)
    - Heavily assisted in raising $8,000
    - Organized the yearly project schedule, assisted teaching children in each class
- **Co-Organized a series of fund raisers for Community Memorial Hospital's Children's Ward** (2009 - 2010)
    - Staffed LAN parties, organized all gaming tournaments
    - Raised $1100 supplying CMH Children's Ward with toys and video games

EDUCATION and AWARDS

Academy of Art University in San Francisco | BFA in Game Design/ Visual Development (*anticipated Spring 2015*)
- GPA 3.61 Recognized on the President's Honor List
- Selected for Academy of Art University's annual Spring Show/Honorable Mention recipient (AAU, 2013)
- Nominated and selected for Academy of Art University's annual Spring Show (AAU, 2012)
- Dragon Hall of Fame Medal for Distinguished Art recipient (FTHS, 2011)
- Ventura County Young Artist Scholarship Fund Honorable Mention recipient(2011)

SKILLS

Advanced:	Intermediate:	Basic:
• Adobe Photoshop	• Autodesk Maya	• Perforce
• Traditional media:	• Adobe Flash	• Unreal Engine
Charcoal, Graphite		• Unity