

KELSEY MARTIN

current | 2346 Taraval St. San Francisco, CA 94116
web | kelseym.com contact | (805) 794-4131 email | bopx@kelseym.com

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

- Intern at Tom Marcoux Media, LLC (2014-present)
Graphic novel layouts, Character design
- Freelance Artist (2011- present)
Sold personal artwork and commissions at conventions:
Fanime 2011-2014, AOD 2013- 2014, Kraken Con 2013-2014, 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

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, 2012-2014)
- Dragon Hall of Fame Medal for Distinguished Art recipient (FTHS, 2011)
- Ventura County Young Artist Scholarship Fund Honorable Mention recipient(2011)

SKILLS

Advanced:

- Adobe Photoshop
- Traditional media

Intermediate:

- Autodesk Maya
- Adobe Flash

Basic:

- Perforce
- Unreal Engine