

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

- Intern at Tom Marcoux Media, LLC (2014)
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
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

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
- Unity

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

EXTRACURRICULAR

- Online Critique Group (Academy of Art University, 2014)
Organized and maintained a critique group for Elements of Digital Painting class
Regularly offered critiques and advice on student homework
- I-House Council (AAU, 2011 - 2012)
Organized dormitory gaming tournament events
- National Honors Art Society Club Vice President (FTHS, 2010)