**Paul Kelley**

**Character Artist / 3D Artist.**

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**Work Experience**

**Hinterland Studio** [https://hinterlandgames.com](https://hinterlandgames.com/) **February 2016 - March 2018. Character Artist**

As part of the Character Art team I modelled and textured Characters, Apparel and Wildlife for Story mode episodes 1 / 2 and Survival mode. I also created Props and helped with Environments.

Titles Credited: The Long Dark (PC / Xbox One / PlayStation 4)

**Freelance 3D Artist October 2014 - October 2015.**

Remote short freelance contracts modelling and texturing of Characters and Props.

**IGG Canada** [http://igg.com](http://igg.com/) **January 2014 - July 2014. Senior 3D Artist.**

* Modelling, texturing and rigging of Characters and Props.
* Level / Terrain Environment creation.
* Outsource Management and Style Guide. Titles Credited: Clash of Gangs (Mobile)

**Other Ocean Interactive** [https://otherocean.com](https://otherocean.com/) **January 2012 - November 2013. 3D Artist.**

* Modelling, texturing and rigging of Characters, Environments and Props in various styles

(Realistic / Stylized).

* Ul, FX & Sprite creation.
* 2D Art and Concept.

Titles Credited: RAD Boarding, NBA Rush, Maximum Archery,

King of Bucks, Drag Racing Live, Poptropica Adventures (PC / Mobile / Handheld)

**Pipedreams3d July 2011 - October 2011.**

**Previz Artist / Character Modeller (Short Term Contract).**

* Created Character models.
* Modelled new Clothing and Accessories in keeping with Character brief.
* Rigging and Weighting.

**Freelance 3D Artist April 2011 - June 2011.**

Short Freelance contract.Modelling and texturing Characters and Props. Titles Credited: Dead on Sight (Mobile)

**ldeaWorks Game Studio January 2010 - April 2011. Character Artist / 3D Artist (Fixed Term Contract).**

* Modelled, textured and rigged Characters, Environments and Props.
* Lighting for Levels, Characters and Props.
* Aided Design team with Collision mesh implementation, White boxing and level layout. Titles Credited: Lara Croft and the Guardian of Light, Call of Duty: Black Ops Zombies, Fable Coin Golf and Transformers 3 (PC / Mobile)

**Moviestorm** <https://www.moviestorm.co.uk/> **January 2009 - January 2010.**

**3D Artist**

* Modelling, texturing and of Environments, Props and Apparel for existing Character Avatars.
* Functionality testing within game engine.
* Bug tracking and fixes.

Titles Credited: Moviestorm (PC/Mac)

**Jagex Ltd** [https://www.jagex.com/en-GB](https://www.jagex.com/en-GB/)/ **September 2007 - October 2008.**

**3D Artist / Character Artist**

* Responsible for modelling of Characters, Environments and Props.
* World building using In-house software.
* Promoted to Character Modelling team. Titles Credited: Runescape HD (PC/Mac)

**Echoes of Glory November 2006 - April 2007. Character Artist**

* Created Character models, textures and concept art. Titles Credited: Echoes of Glory (PC)

**Skills**

* High / Low Poly Modelling. Digital Sculpting. PBR Texturing. Texturing. UV Mapping. Rigging & Weighting.

**Software Experience**

* Maya. 3ds Max. Zbrush. Photoshop. Substance Painter.
* xNormal. Quixel Suite. Headus UV Layout. Marvelous Designer.
* 3D Coat. Topogun. Unity. Unreal. Marmoset Toolbag. Jira. Perforce.

**Education**

* Self-taught
* Metro New Media Course - Video Game Production.
* Cyba 3 Modelling Course - Level 1 3D Certificate.

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