

Paul Kelley

Character Artist / 3D Artist.

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Summary

Character / 3D Artist with over 12 years experience working in the Video Game Industry.
British & Canadian Citizen.

Skills

3D Modelling. • Character Modelling. • Digital Sculpting. • UV Mapping. • Texturing. • Rigging. • Maya.
• 3ds Max. • Zbrush. • Substance Painter. • Photoshop. • Marvelous Designer. • xNormal. • Quixel Suite. •
Headus UV Layout. • 3D Coat. • Topogun. • Unity. • Unreal. • Marmoset Toolbag. • Jira. • Perforce.

Experience

2019 -

Sabbatical

2016 - 2018

Hinterland Games <https://hinterlandgames.com/> - *Character Artist*

- Modelled and textured Characters, Clothing and Apparel for Story and Survival modes.
- Created Wildlife, Props and Environment game assets.

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

2015

Freelance - *3D Artist*

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

2014

IGG Canada <http://igg.com/> - *Senior 3D Artist*

- Modelling, texturing and rigging of Characters and Props.
- Level / Terrain Environment creation.
- Outsource Management and Style Guide.

Title Credited: Clash of Gangs (Mobile)

2012-2013

Other Ocean Interactive <https://otherocean.com/> - *3D Artist*

- Modelling, texturing and rigging Characters, Environments and Props (Realistic / Stylized).
- UI, 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)

2011

Pipedreams3d - *Previs Artist / Character Modeller (Short Term Contract).*

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

2011

Freelance - *Character Artist / 3D Artist*

- Modelling and texturing of Characters and Props.

Title Credited: Dead on Sight (Mobile)

2010 - 2011

IdeaWorks Game Studio - *Character Artist / 3D Artist (Fixed Term Contract).*

- Modelled, textured and rigged Characters, Environments and Props.
- Lighting for Levels, Characters and Props.
- 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)

2009 - 2010

Moviestorm <https://www.moviestorm.co.uk/> - *3D Artist*

- Modelling and texturing of clothing and apparel for existing Character Avatars.
- Created Environment and Prop game assets.

Title Credited: Moviestorm (PC/Mac)

2007 - 2008

Jagex Ltd <https://www.jagex.com/en-GB/> - *3D Artist / Character Artist*

- Modelling and texturing of Characters, Environments and Props.
- World building using In-house software.
- Joined Character Modelling team.

Title Credited: Runescape HD (PC/Mac)

2006 - 2007

Echoes of Glory - *Character Artist*

- Created Character models, textures and concept art.

Title Credited: Echoes of Glory (PC)

Education

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

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