

Curriculum Vitae

Paul Kelsey.

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Profile

- Ten years experience in video game development.
- Proven knowledge from Hand-held gaming to Massive Multiplayer Online development
- Ability to manage Art teams and supervise production
- 8 video game titles shipped.

Education

Academy of Interactive Entertainment.

Advanced Diploma of Professional Game Development, 2005

Monash University. Faculty of Art and Design

1st Class Honours, Bachelor of Fine Art 2000

Istituto Europeo di Design, Centro Ricerche, Milan, Italy

Scholarship in Industrial design, Advance Study program, Certificate of Industry recognition. 1999

Monash University. Faculty of Art and Design

Bachelor of Fine Art 1997-1999

Victoria University Melbourne

Diploma in Visual Arts, 1996

Skills

Applications/Software

Autodesk Maya, Pixologic Zbrush, Autodesk 3d studio max, Luxology Modo, Adobe Photoshop, Adobe Illustrator, DDO, NDO, Xnormal, Keyshot, Topogun, Marmoset Toolbag, Substance designer, Substance Painter, Knald, Quixel Toolbag, Marvelous Designer.

3d Engines

Unreal engine 4, Cryengine 3, Unity. Previously: Cryengine 2, PhyreEngine, RenderWare, and many an in-house engine.

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Work Experience

Independent Game development

February 2014 -

Title: TBA (pc) Unreal engine 4.

Role and Responsibilities:

- Programming
- Game Design
- User Interface
- Animation/Rigging and Motion capture
- Visual FX
- Art

Freelance Artist.

Nov 2011-2013

Unreleased work in progress titles on Cryengine 3 and Unity engine for PC and mobile devices.

Role and Responsibilities:

- Game design and creating prototype 'proof of concept' game mechanics.
- 3D Character, creature and mechanical concept design
- Visual FX, lighting and weapon set up.
- Knowledge of Cryengine 3 and Unity engine.
- Testing, fixing known problems and developing better solutions to technical issues
- Modeling, UV mapping, and texturing of 3D assets at both in-game and high resolution
- Character rigging, basic animating and importing.
- Working to a deadline

Arkadia Studios, Singapore

July 2010-Nov 2011

Art Director

Title: Planet Arkadia (pc) Cryengine 2.

Role and Responsibilities:

Working with internal and external concept artists, to produce reference pieces defining the graphical look of the product

- Managing staff, internal or contracted.
- Problem Solving. Providing real solutions that occur during the project, either technical, organizational or workforce.
- Proactively communicating the artistic vision of the game to the team, the press and public.
- Recruiting and developing the teams skill and abilities
- Maintain communication with Management in regard to progress reports relating to the project.
- Managing, scheduling, assigning, and tracking tasks for team development
- Working with outsourced writers to maintain consistency within the artistic vision of the project
- Increased efficiency. Training for the team members for new software and art procedures.
- Maintaining consistent design and style across the product
- Continual improvement throughout the production process.

Tantalas Media, Melbourne, Australia

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April 2010 – June 2010

Contractor: Senior Artist

Title: Megamind (PSP, DS)

Role and Responsibilities:

- Creation of art assets.
- Teaching team members new software and art procedures.

Big Ant Studios. Melbourne, Australia

Sept 2008- April 2010

Senior Artist

Titles: World of Outlaws: Sprint cars, Rugby league live.

Role and Responsibilities:

- Assist and mentor fellow environment artists in the following tasks: modeling, texturing, lighting, optimization, art and design problems, technical issues, etc.
- Modeling, UV mapping, and texturing of 3D assets of both in-game and high-polygon resolutions
- Working closely with the Art Director and CEO to create pitch documents.
- Working with multiple development teams solving problems.
- Creating game demos for marketing purposes with a small team.

Transmission Games. Melbourne, Australia

Jan 2008 - Sept 2008

Lead artist

Titles: Bella Sara. PC

Role and Responsibilities:

- Setting and maintaining asset quality standards
- Attending meetings and making decisions that shape the vision of the project
- Developing systems and processes for the project
- Managing, scheduling, assigning and tracking tasks for the environment and animation teams

IR-Gurus, Melbourne, Australia

Dec 2004 – Jan 2008

Senior Artist

Titles: Heroes Over Europe (2009), Ubisoft Ltd. Heatseeker (2007), Codemasters, Lucinda Green's Equestrian Challenge (2006), Red Mile Entertainment, Inc.

Role and Responsibilities:

- Creation of art assets.
- Developing new systems and processes for our 'next gen' project.
- Implementation of software into the art pipeline, to speed up production whilst maintaining quality.

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- Teaching team members new software and art procedures.
- Working closely with programmers where my input was responsible for the development of building damage, export pipelines, 16 bit integration of terrain displacement maps, solutions for city building, and improvements for in house tools.
- Many varied art tasks as required by the production team

Previous roles at IR-Gurus:

Artist

Role and Responsibilities:

- Creation of art assets for the game.
- Creation of visual effects using in house tools
- Level design and construction

Activities

Traveling, Snowboarding, Art and enjoying great food.

References

Available upon request