

Kelsey Watkins
3D Environment Artist
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EDUCATION

Ringling College of Art & Design, Sarasota, FL
Bachelor of Fine Arts in Game Art, May 2020
Student Organization of the Year 2018/2019 as Vice President of NextGen Themed Entertainment Association

GAME EXPERIENCE

Technical Artist & 3D Generalist, Unannounced Title, Perfect Garbage, Chicago, IL, January 2020 - present
Builds a strong visual and technical language in Unreal Engine 4 as directed by the art team:

- 3D models and normal maps Paper2D sprites for additional depth and shading
- Iterates on lighting in cel-shaded Post Processing
- Creates Materials as needed, such as pixel-shaded water

Environment Artist, Dragon's End, Core Engine, September 2020 – November 2020

Kitbashed assets and shapes to design levels in creating Dragon's End, one of the top games on the Core Engine:

- Placed in the "Natural 20" Dungeons & Dragons Design-A-Dungeon Contest
- Winner of Best Narrative/Story/World D&D Bonus Round Contest
- Winner of Best in Show D&D Bonus Round Contest

Technical Art Internship, WB Games Boston, Boston, MA, June 2019 - August 2019

Optimized assets within the pipeline of the real-time strategy mobile title Game of Thrones: Conquest:

- Programmed in C++ back-end tools to optimize checking the status of sprite atlases
- Upgraded all traditional Unity shaders into Shader Graph with performance budgets in mind
- Fixed various sprite animation bugs

Lead Programmer, Project Jellycube, Sarasota, FL, January 2019 – September 2019

Managed a team of seven programmers in the creation of 3 upcoming visual novel titles:

- Trained all team programmers (with no prior experience programming) scripting in Python and Ren'Py
- Assigned programmers weekly tasks through GitLab and evaluated performances accordingly
- Coordinated with Producers and Team Leaders to maximize timeline efficiency

Semifinalist, Walt Disney Imagineering Imaginations Design Competition, February 2019

Collaborated on a team with three others to create an experience of the Northern Lights for a range of guests:

- Researched the complex histories of Norse Mythologies, the growth of civilization in Iceland, aerodynamic architecture based off of Icelandic wind patterns
- Drafted blueprints of the lodging and designed in 3D a playable environment in Unreal Engine 4

OTHER EXPERIENCE

IT Assistant, Ringling College Institutional Technology Department, Sarasota, FL, Summer 2018

Provided numerous services to the "most wired campus" according to US News & World Report:

- Disassembled and reassembled computers for yearly maintenance and cleaning
- Troubleshoot hardware issues with computers
- Received and delivered telephone messages as necessary
- Performed imaging on laptops and computers

SKILLS

Expert in Unreal Engine 4, Zbrush, Autodesk Maya, Substance Designer, Substance Painter, Marmoset, Adobe Photoshop, Illustrator, and InDesign; advanced proficiency in SketchUp, Python, Perforce, JIRA, Git, Unity, Adobe Premiere, and AutoCAD; proficiency in 3ds Max; very receptive to critique and feedback