KELLY O'CONNOR | kellyoconnorart@gmail.com
LinkedIn | Portfolio Website
Collegeville, PA / Sarasota, FL | 610-745-4521

EDUCATION

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts in Computer Animation, 2022 - Present
Graduating May 2026
GPA 3.91/4.0

Cabrini University, Radnor, PA
Dual Enrollment, 2021 - 2022

ENVIRONMENT ART / GAME DEVELOPMENT EXPERIENCE

Computer Animation Lab Monitor, Ringling College of Art & Design, Sarasota, FL, August 2024 - Present
- Selected by faculty due to shown proficiency in course required software, modeling and texturing characters and environments, animation, lighting, rigging and compositing
- Assisted Computer Animation students with questions regarding Computer Animation course material, practices, or software
- Provided assistance to students with unexpected technical issues
- Worked with IT and campus security to maintain safety and and operational standards of the labs

Environment Art Intern, Electronic Arts - Maxis, Redwood City, CA, May 2024 - August 2024
- Designed and illustrated concept art for a point of interest environment asset in The Sims 4's Life and Death expansion pack, adhering to the game's style and optimization requirements as I modeled, textured, rigged, and implemented it into the game
- Modeled organic environment assets in ZBrush, using Autodesk Maya for hard surface modeling, retopology, UV unwrapping, and rigging
- Created hand-painted textures for environment assets using 3D Coat and Photoshop
- Created procedural textures in Substance Designer for use in Unreal Engine

CG Generalist, Ringling College of Art & Design, Sarasota, FL, January 2023-Present
- Designed characters and environments for multiple projects
- Modeled, lit, and rigged animated characters and environments in ZBrush and Autodesk Maya
- Textured scenes and characters in Adobe Substance Painter and Autodesk Maya, unwrapped clean and efficient UVs
- Composited in Foundry Nuke to alter lighting and add effects to finished animated scenes
- Edited and added sound to animated scenes in Adobe Premiere Pro and LumaFusion

Character Animator (Freelance), Rochester Institute of Technology, Remote, January 2024 - May 2024
- Worked with supervisors and teammates to animate looping actions for characters in Guild Noctua's game, Eternal Machinations
- Gave, received, and implemented feedback on animation work

Customer Service (Cluemaster) & Artist, Escape Trappe, Trappe, PA, April 2022 - Present
- Created artistic assets and props to fit the themed environments of various themed Escape Rooms
- Interacted with customers, presented memorized speeches, and answered questions about the gameplay and company
- Ensured smooth and entertaining gameplay throughout the customers' entire experience by watching and providing appropriate hints when necessary

SKILLS

- **Proficient in** Autodesk Maya, ZBrush, Photoshop, Substance Painter, Substance Designer, Substance Sampler, Procreate, MS Office, Google Workspace, LumaFusion, Nuke, Premiere
- **Working knowledge** of Unreal Engine, Adobe Illustrator, 3DCoat, Marmoset
- **Basic** Blender, Conversational French

AWARDS

- Multiple pieces selected for Best of Ringling Exhibition
- 2022-2023, 2023-2024 President's List recipient at Ringling College of Art and Design
- Faculty Scholarship to the Ringling College of Art and Design