

KELLY O'CONNOR

Portfolio: <https://www.kellyoconnorart.com> PASSWORD: Bigfoot2026

[LinkedIn](#) | kellyoconnorart@gmail.com | 610-745-4521

EDUCATION

Ringling College of Art and Design, Class of 2026

Bachelor of Fine Arts in Computer Animation | Minors in Film Studies, Creative Writing, Art History | Author Illustrator Certificate
GPA 3.90 | President's List

Animation Production Training, February 2026 - Present

Weekly courses and mentorship under Animation Producer Yula Loven

3D ART EXPERIENCE

CG Generalist / Technical Animator, Peach Tree Development LLC, Remote

May 2026 - Present

- Created multiple high-quality character models and environment assets in Blender with optimization for real-time rendering
- Created procedural textures for use across Unreal Engine assets using Substance Designer, and painted textures for individual assets using Substance Painter
- Collaborated with teammates to develop the production pipeline and all development processes for the studio's first original game, including all production schedules, file organization and labeling conventions, 3D asset specifications, and task tracking

CG Generalist, EVOL Motions, Remote

April 2026 - Present

- 3D modeled, UV unwrapped, and textured environment assets and props for the pilot of EVOL Motions Studio's animated series "Evil Cupid" using Maya, Substance, and Unreal Engine
- Adhered to the style and design of visual development artwork
- Met deadlines and attended weekly team meetings to receive and implement feedback from the 3D Lead and Art Director

CG Generalist / Director, Ringling College of Art & Design, Sarasota, FL

January 2025 - May 2026

- Directed and created an original animated short film as a thesis for my Computer Animation degree at Ringling College, utilizing Maya, ZBrush, Substance Painter, Nuke, and Premiere
- Animated two bipedal characters
- Solely responsible for the ideation, pre-production and production of the short from start to finish, including all CG asset development (modeling, texturing, grooming, rigging, FX, simulation) and 3D animation of two humanoid stylized characters
- Solely responsible for project management, all scheduling, timeline creation, and task tracking

Computer Animation Lab Monitor, Ringling College of Art & Design, Sarasota, FL

August 2024 - May 2026

- Assisted Computer Animation students with questions regarding Computer Animation course material, practices, or software
- Explored and solved technical issues students encountered
- Selected by faculty due to shown expertise in animation, modeling characters and environments, texturing, surfacing, lighting, VFX, and compositing in Computer Animation individual projects
- Worked with IT and campus security to maintain safety and operational standards of the labs

Animation & Storyboarding Teaching Assistant, Ringling College of Art & Design, Sarasota, FL

June 2025 - July 2025

- Selected by faculty to assist in teaching an entry-level summer courses in animation and storyboarding
- Answered student questions, demonstrated techniques, and supervised open studio hours
- Provided feedback on how students could improve their animation's timing, weight, balance, and posing by implementing traditional animation principles to achieve realistic and appealing facial and body animation

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CG Environment Art Intern, Electronic Arts - Maxis, Redwood City, CA

May 2024 - August 2024

- Designed 3D environment assets in *The Sims 4*'s Life and Death expansion pack, and accurately translated them to 3D models adhering to the game's style, file organization, optimization, and LOD requirements
- Modeled 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, and PBR textures in Substance Designer for use in Unreal Engine for *Project Rene*, an in-development mobile game
- Imported CG assets and textures into Unreal Engine
- Gained experience collaborating with teams across the game development pipeline, and presented my progress to concept artists, teammates, and my Art Director

Character Animator, Rochester Institute of Technology, Remote

January 2024 - May 2024

- Worked with supervisors and teammates to animate full-body looping character actions for the player character in Guild Noctua's game, *Eternal Machinations*
- Gave, received, and implemented feedback on animation work in weekly meetings with teammates
- Implemented cycles in Unreal Engine, and gained experience in animation development in a team-oriented environment

LEADERSHIP / PROJECT MANAGEMENT EXPERIENCE

Animation Mentorship Program Co-Founder & Head, Ringling College of Art & Design, Sarasota, FL

August 2025 - May 2026

- Organized and created an official peer mentorship program for the Computer Animation major at Ringling College, which would promote community in the major and ensure underclassmen had upperclassmen connections willing to assist and encourage them
- Communicated effectively with the Department Head of Computer Animation and implemented his feedback to ensure the program was optimally structured and executed
- Facilitated all sign-ups and mass communications, structured the peer groups, oversaw the program and its participants through the duration of the academic year, and responded to any participants' concerns or issues

Executive Board Treasurer, Ringling College of Art & Design Student Government, Sarasota, FL

December 2024 - Present

- Collaborated with Executive Board members, Student Affairs and Activities leadership, maintenance, and other offices to improve campus life, and with campus organizations to approve budget requests
- Managed the Student Government budget and its allocation to campus clubs, offices, events, and resources
- Communicated and presented information to the student body in weekly Student Government Association meetings and student forums

SKILLS

- **Proficient in** Autodesk Maya, Blender, ZBrush, Photoshop, Substance Painter, Substance Designer, Nuke, MS Office, Google Workspace, XGen, Arnold, Procreate
- **Working knowledge** of Unreal Engine 5, 3ds Max, Perforce, Adobe Illustrator, Adobe Premier, ZBrush, Nuke, 3D Coat, Marmoset, JIRA, Confluence, ShotGrid, nCloth, 3D Coat

AWARDS

- Best Animation — Winner, London Global Film Awards
- Best Student Film — Winner, Oniros Film Awards
- Semi-Finalist — New York Short Animation Festival
- Best Parody Film — Winner, Oniros Film Awards
- Animation Department Trustee Scholarship Nomination
- Multiple Selections, Best of Ringling Exhibition