

Kelsey N. Hall

kelseyhall898@gmail.com | 708-941-9444 | https://www.kelseyhall.com/

EDUCATION

UCF Florida Interactive Entertainment Academy; Orlando, FL
Master of Science, Interactive Entertainment, Technical Art Track

Expected Graduation December 2021
Cumulative GPA: 3.84/4.00

University of Central Florida; Orlando, FL
Bachelor of Fine Arts, Art Emerging Media, Character Animation Specialization

Graduated May 2020
Cumulative GPA: 3.75/4.00

Online Workshops

CGMA Python for VFX and Animation in Maya, 8 week course
CGMA Fundamentals of Houdini for 3D Artists, 8 week course
CGMA Character Facial Rigging for Production, 8 week course

Certificate of Completion July 2020
Certificate of Completion September 2020
Expected Certificate of Completion November 2021

TECHNICAL ANIMATION / RIGGING EXPERIENCE

Raven Software

September 2021 – Present

Associate Technical Animator

- Create and implement efficient character, weapon, vehicle and prop rigs
- Audit new assets and troubleshoot and resolve bug issues
- Operate Raven's proprietary rigging system, related tools, engine and technology
- Collaborate and work closely with animation, modeling and assets teams
- Utilize Perforce to maintain game development pipeline

University of Central Florida - Florida Interactive Entertainment Academy

August 2020 – August 2021

Capstone Project - *Zenko: A Fox's Tale*

- Collaborated with a team of 17 to build and develop an action adventure platform game using Unreal Engine
- Rigged and skinned the player character Zenko using Maya and implemented in Unreal Engine
- Coordinated with animator to create animator-friendly and engine-ready rig
- Collaborated with modeler to create anatomically sound character and topology
- Created direction for Zenko's animation style and filmed video references
- Completed animation clean-up for Zenko and implemented in Unreal Engine
- Utilized Perforce to build and maintain animation pipeline

Virtual Reality Project – *No Country for Old Men*

- Collaborated with a team of 5 to build and develop a virtual reality experience using Unreal engine
- Rigged and skinned environment assets using Maya and created physics-based simulation using Unreal Engine

Controller Generator Tool Project

- Developed a controller generator tool using Maya API with Python to increase rigging efficiency
- Tool includes 20+ pre-built controllers with the capability to change controller colors, change animation rotation order, delete history and freeze transformations

University of Central Florida – School of Visual Art and Design

August 2018 – May 2020

Student Award Winning Film, *Delivery*

- Collaborated with a team of 15 to produce an original 3D animated short film
- Utilized all aspects of the animation industry pipeline from pre-production, production to post-production
- Character Rigger Lead: Rigged and skinned Lucy, the quadruped character using Maya
- Technical Lead: Problem-solved production challenges and workflow issues
- 3D Animator: Animated a 40 second sequence using Maya
- 3D Modeler: Created 3D models of assets based on concept art using Maya
- 3D Layout: Composed a 35 second sequence of 3D shots for animation and cinematography using Maya

SKILLS / SOFTWARE

- Rigging, 3D Animation, 3D Modeling, Rendering, Scripting, Pipeline, Motion Capture, Storytelling
- Maya, Photoshop, Illustrator, Premiere, RenderMan, Unreal, Houdini, Motion Builder, Qt Designer, PyQt, Python
- Perforce, Jira, PC/ Mac Platforms
- Highly Organized, Problem Solver, Self-Motivated, Detail-Oriented, Team Player, Strong Work Ethic, Positive Attitude