

Kelsey B. McCauley

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KTimebombArt.com

SKILLS & SOFTWARE

- 2D FX Animation
- Illustration
- Character Design
- Compositing
- Adobe Photoshop
- Adobe After Effects
- Adobe Premier
- Autodesk Maya

INDUSTRY EXPERIENCE

Redemptive Innovations Ltd., Seattle, WA

6/2017 - Present

2D Artist/UI Designer

"The Epic of Rudy" – Designs UI elements for 3D, Unity-based game. Includes title screen menus, in-game/inventory/character menus, and HUD elements.

"Exodus Proxima" – Develops character art/animations and FX animations for 2D side scrolling Unity-based game, from concept to finished, in-game assets.

DHM Design, Denver, CO

3/2017 - 6/2017

Compositing R&D Intern

Assisted with developing a compositing workflow to combine aerial drone footage and 3D models for design demonstrations and marketing purposes. Focused on After Effects, Cinema4D, and 3DS Max.

WORK EXPERIENCE

Old Navy, Seattle, WA

11/2014 - 3/2017

Brand Ambassador/Logistics

Worked with a small team to execute logistical operations in-store, including product placement, store organization, signage placement, and pricing. Provided friendly and attentive assistance to customers.

Wells Fargo Home Mortgage, Des Moines, IA

10/2013 - 8/2014

Operations Processor 3

Tested and implemented new software and processes, corrected data entry errors, analyzed and reported on error trends, assisted in the training of new employees, and helped with numerous short-term projects as part of the loan servicing department.

EDUCATION

The Art Institute of Seattle, Seattle, WA

2014 – 2017

BFA Media Arts and Animation, graduated with honors.

La James International College, Davenport, IA

2010 - 2011

Received esthetics license from the Iowa Board of Cosmetology Arts & Sciences.