Kelsey N. Hall

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

EDUCATION

University of Central Florida, Florida Interactive Entertainment Academy   **Expected Graduation December 2021**
Master of Science, Interactive Entertainment, Technical Art Track

University of Central Florida; Orlando, FL   **Graduated May 2020**
Bachelor of Fine Arts, Emerging Media, Character Animation Specialization   Cumulative GPA: 3.75/4.00

HONORS / SCHOLARSHIPS

University of Central Florida; Orlando, FL
- President's Honor Roll (Spring 2018, Spring 2019, Spring 2020)
- Dean's List (Fall 2016, Spring 2017, Fall 2017, Fall 2018, Fall 2019)
- UCF Character Animation Fellowship (August 2020)

Sarasota Film Society; Sarasota, FL
- Barbara Caras Memorial Scholarship (August 2019)

TECH ART / RIGGING / TEAM-BASED / LEADERSHIP EXPERIENCE

UCF Florida Interactive Entertainment Academy   **Orlando, FL**
Technical Art Track   August 2020 – December 2021
- Rapid Prototype Production: Work on teams of 5 students to create 5 two-week prototypes using new technology
- Game Lab: Work on teams to develop games for non-entertainment purposes such as education, simulation and social causes
- Capstone - Master's Thesis: Create a full game with 15 students over 7 months going through the entire development cycle: preproduction, production, alpha, beta
- Topics Learned: Visual Effects, Lighting/Look Development, Character/Facial Rigging, Character/Facial Animation, Motion Capture/Clean-Up, Scripting, Technical Animation, Art Asset Pipeline and Workflows, Shader Programming/Rendering Pipeline, Advanced Rendering, Leadership and Communication

University of Central Florida   **Orlando, FL**
Thesis Animated Short Film "*Delivery*"   August 2018 – May 2020
- Collaborated with a team of 15 students to produce an original 5-minute animated film
- Utilized all aspects of the animation industry pipeline from start to finish
- Worked under pressure in a highly collaborative environment with strict deadlines
- Participated in dailies and pitched to faculty and peers applying their feedback to our work
- Problem-solved production challenges and issues

Relevant Roles
- Character Rigger Lead: Created the skeletal structure, control system and skin deformations for the quadruped character
- Technical Lead: Troubleshot and resolved technical challenges and workflow issues
- 3D Animator: Animated a forty second sequence using Maya
- 3D Modeler: Created 3D models of characters and props based on concept art
- Layout Team: Composed 3D shots from completed 2D storyboards by positioning and animating the camera

SKILLS / TOOLS/ INVOLVEMENT / PERSONAL

- Rigging, Animation, Visual Effects, Modeling, Rendering, Scripting, Rapid Prototype, Pipeline, Storytelling
- Maya, Photoshop, Illustrator, Premiere, RenderMan, Blueprints, Unreal, Houdini, Python, Perforce, Jira, Trello, QtDesigner, PyQt5, PC/ Mac Platforms
- UCF Clubs: SIGGRAPH, Gaming Knights, Women in Animation, IMPROV, Japanese; American Kennel Club
- Avid Gamer, Dog Lover, Agility Enthusiast, Research Geek, Optimist, World Traveler, Yoga Fan, Artist