

REDMOND O'KELLY

2D & 3D Animator | Game Developer | Digital Artist

@ redmondokelly@gmail.com [Portfolio](#) [Galway, Ireland](#)

SUMMARY

Skilled 2D and 3D Animator proficient in a wide array of programs and mediums. With a passion for storytelling and a deep understanding of animation principles, my goal is delivering high quality and captivating content across various styles and genres.

EXPERIENCE



Junior 3D Artist

Spooky Doorway

08/2024 - 12/2024 [Remote, Galway](#)

- Design, model, and texture game ready assets
- Set up asset prefabs in Unity to be placed in scenes
- Collaborate with a small team of other artists and developers to produce hundreds of 3D assets



Customer Service Representative

Smyths Toys Superstores

07/2023 - 01/2024 [Galway, Ireland](#)

- Handle customer issues in a quick and effective manner
- Communicate with various couriers, stores, and warehouses to resolve problems
- Report to supervisors and meet daily required quotas in a fast-paced working environment



Junior Artist

Telegael

01/2021 - 06/2021 [Remote, Galway](#)

- Breakdown scripts and organise them on a chart
- Learn and replicate varying art styles and drawing techniques in order to design characters and backgrounds
- Onboard feedback and adjust work quickly and accordingly

EDUCATION

Honours Bachelor's Degree in Game Design and Animation

Atlantic Technological University

2019 - 2023 [Galway, Ireland](#)

PERSONAL ACHIEVEMENTS

Lead Animator on a Fan-Made Music Video

I was involved in, and was the Lead Animator of, a fan passion project to animate a music video for the virtual band **Gorillaz**. The video has since surpassed 4 Million views on YouTube and was commended by the band's co-creator and Lead Artist - Jamie Hewlett. Available to view [HERE](#)
<https://www.youtube.com/watch?v=IMbgIvLGY28>

Final Year Animation Accepted into ITFS 2024 Animation Festival

I worked as the Director and Lead 3D Animator on a group animation project in my final year of University which got accepted into the **Stuttgart Trickfilm International Animated Film Festival** in 2024 to represent Irish Animation in the student film category. Available to view [HERE](#)

Developed an Indie Game Demo

I collaborated with a small team of 3 in order to create a proof of concept demo, which we were given the opportunity to pitch to numerous established companies via Ardán. Available to view [HERE](#)

STRENGTHS



Creative Thinking and Problem Solving

Developed through working on various projects and with a number of different people



Hardworking and Collaborative

Always determined to create the best quality work possible and enjoy working in teams

SKILLS

Technical and Interpersonal

3D Animation

2D Animation

Time Management

Communication

Character Animation

Game Development

Software

Photoshop

Adobe Animate

Blender

Unity

Clip Studio Paint

PASSIONS



Gaming

An avid gamer, with a keen interest in understanding game mechanics, narrative techniques, and animation in different game genres.



Photography

I enjoy dynamic subject photography, enhancing my understanding of visual aesthetics and creativity, which I find helps with my role as an artist.

REFERENCES

Paul Conway - Spooky Doorway

paul@spookydoorway.com