

# 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 face-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=IMbglvLGy28)  
<https://www.youtube.com/watch?v=IMbglvLGy28> style="text-decoration: underline;">

### 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