

# KELSEY MARTIN

## CONCEPT ARTIST

current | San Francisco, CA  
portfolio | [kelseym.com](http://kelseym.com) email | [bopx@kelseym.com](mailto:bopx@kelseym.com)

## EXPERIENCE

### Freelance Artist (2011- present)

#### Voltage Entertainment

Illustration linework and thumbnailing, character creation

#### HYVR Labs

Environment, prop, and character concepts

### Associate Texture Artist at Telltale Games (2015 – 2016)

#### Batman: A Telltale Games Series

Character textures, character paintovers, texture style development, props, vehicles

#### The Walking Dead: Michonne Mini Series

Hand painted character textures

#### Tales from the Borderlands

Hand painted character and prop textures

#### Game of Thrones: A Telltale Games Series

Hand painted environment and character textures, prop modeling and asset creation

### Junior Texture Artist at Telltale Games (2014 – 2015)

UV mapping, diffuse texture painting

### Intern at Tom Marcoux Media, LLC (2014)

Graphic novel layouts

### Student Thesis Collaboration (2013 – 2015)

Continually provided concepts for an environment artist's graduate thesis project

### Game Jam: Radioactive Multiplayer Baby Rocker Racing (2012)

Provided all visual assets, assisted in game design

Created in 3 days as part of the "Molyjam" Game Jam in San Francisco

## SKILLS

Character Design

Traditional Media

Digital Painting

Figure Drawing

Turnarounds

Paintovers

UV and Texture

Prop and Asset Modeling

## SOFTWARE

Adobe Photoshop

Autodesk Maya

3D Coat

Mari

## EDUCATION and AWARDS

### BFA Game Development | Academy of Art University, San Francisco (2018)

Selected for Academy of Art University's Spring Show (2012, 2013, 2014, 2018)

Honorable Mention recipient for Best of Spring Show (2013)