

Ana Kessel

Junior 3D/2D Artist

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OBJECTIVE To develop a variety of visual assets through multiple forms of media.

SKILLS

- Strong traditional art background with proficiency in drawing, painting, and digital illustration
- Specialized in character, environment, interior design and prop creation.
- Technical understanding of topology, edge flow and animatable mesh cleanliness
- Able to translate 2D concepts into 3D and maintain appeal and art style
- Texture painting, PBR materials, as well as procedural textures
- Create high and low-res models, and optimize geometry for use in game engines.

SOFTWARE

- Autodesk Maya
- Substance Painter
- Zbrush
- Adobe Photoshop
- Unreal Engine 4
- XNormal

WORK EXPERIENCE

- Junior Artist – Boss Key Productions January 2014- Present
 - Title – Law Breakers – Mitigated assets into game engine, optimized meshes, created content for levels, baked textures, material creation, designed Skins, cleaned up models, UV's, Physically based materials in Unreal. Assisted lead artist.
- Art Intern - Insomniac Games, Durham NC, Summer 2013
 - Title – Ratchet and Clank Into the Nexus * AAA – Created custom in-game meshes such as guns and environment assets, hand painted textures, optimized geometry for mobile game.
- 3D Contract Artist - Pixo Group, Remote Oct-Nov 2013
 - Project – Don Cheto Animated Cartoon – Re-designed 3D character for reboot of animated cartoon.

EDUCATION B.S. Computer Animation 2011-2013 Full Sail University Winter Park, Florida
Fluent in English & Spanish

AWARDS CG Student Awards - Finalist May 2013 : Riot Games "League of Legends" Lunar Revel Art Contest - Runner up 2012 The Art Department " Train your brain" Contest Winner - 2nd Place 2013