



Steev D. Kelly
911 Elmwood Tr.
Cedar Park, TX 78763
ph: 512-947-0620
email: steev@beautifulRobot.com

EXPERIENCE

11/2004 - Present NCsoft Inc. Austin, Tx
Technical Artist – Core Team

- Create art assets to demonstrate new & emerging technology.
- Develop presentations & documentation for creating such art.
- Support internal and external development teams with artist tools written with MaxScript as well as pipeline design & art production. This included travel to off-site locations such as Boulder, CO and Seoul, South Korea to interface directly with team members.
- Research new art technology, tools and theories and develop strategies for implementing them into production.
- Assist tools programmers with UI design.
- Act as liason between art teams and core technology programmers.
- Investigate problems as they arise and develop a quick resolution to the production teams.

8/2001 – 9/2004 Acclaim Entertainment Austin, Tx
Character Artist

- Created specialized character rigging system in maxScript that streamlined the character creation process for all adventure titles within the studio.
- Created many artists tools to automate repetitive tasks.

100 Bullets

Created linked character tracking system in Excel to track the status of all character animations for the game, used by all character artists

- Animated enemy characters & all vehicles
- Responsible for training animators on tools and processes as they came on to the project.

Alias – developed by the Acclaim Cheltenham studio

- Created all facial/lipsync animation for pre-rendered HUD popup screens (approx 650 animations total)
- Created scripts to automate the max file generation of lipsync files and batch rendering of all animations.
- Created various pre-rendered elements for cinematics

NBA Jam

- Modeled and textured NBA Legends heads

Vexx

- Animated pre-rendered mid-game cinematic
- Setup all character lipsync in game and cinematics
- Developed production pipeline to streamline enemy creature creation process from from concept to final anims
- Modeled and textured mini-game environments

Thrash: Extreme Mountain Biking (cancelled)

- Created 3d environments/play surfaces for mountain bike racing game
- Modeled, textured and animated game characters

2/1999 - 7/2001 Human Code / Sapiient Austin, Tx
Senior 3d Artist

Created 2d and 3d assets for the following interactive titles:

This page was created using **easyPDF demo** software.
To purchase, go to <http://www.bcltechnologies.com/easypdf/>

- A.I. - Artificial Intelligence Puzzler
- Monsters Incorporated Arcade
- Extreme Mountain Biking 3d
- First Daughter
- IBM AS/400 CD-ROM
- Smart & Big Learning

Other duties:

- Set up and maintained renderfarm
- Scheduled and lead monthly artist meeting
- Trained 2d artists in 3d software & animation

10/1997 - 2/1999 Dragon Street Pictures Dallas, Tx
Art Director / Project Manager

Art Director/ Project Manager for following websites:

- Summerfield Suites / Sierra Suites Hotels
- Wyndham Hotels and Resorts
- Wyndham's "Women On Their Way" Women Business Travelers
- CS Wireless "The Beam"

Art director / Project Manager for following interactive CD's:

- Pennzoil Preferred Customers
- AMR Training Group
- Dallas Mavericks Interactive Media Guide

Artist / Interactive Programmer for following websites:

- Trammell Crow National Retail
- Harcourt Brace Bookstore Forum
- 7th Level Software's Kid's World
- Patriot American
- Promotional Products Association
- Sonic Intranet
- Harcourt Brace College Publishing
- Sports Supply Company
- Heartland Wireless
- The internet Epicurean
- Trammell Crow Company
- Motel 6

EDUCATION

9/1998 Art Institute of Dallas Dallas, Tx

- Obtained bachelor's degree in computer animation
- Recipient of the Dean's Award for Leadership
- Recipient of the President's Merit Award for 4.0 GPA
- Awarded Merit Scholarship

5/1997 Piedmont Virginia Community College Charlottesville, Va

- Computer Programming in "C"

SPEAKING
ENGAGEMENTS

10/24/2003 3er Congreso de Animacion y Mexico City, Mexico
Efectos Visuales

10/24/2003 EGS – Electronic Game Show Mexico City, Mexico
and Conference

10/23/2003 Discreet Max 6 Launch Party Mexico City, Mexico

AFFILIATIONS

10/2002 – Present Austin Community College Advisory Committee

7/2002 - Present Austin Game DevelopersMember

6/2000 – 9/2001 Austin Museum of Digital Art Volunteer