

## **Redmond O'Kelly**

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Portfolio: [www.delimitstudios.com/redmond/redmond](http://www.delimitstudios.com/redmond/redmond)

### **Profile Summary**

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I am a graduate student with a BA (Hons) degree in Design, specialising in Game Design and Animation in Atlantic Technological University, as well a co-founder and director of a start-up game development studio; Delimit Studios Ltd. I use programs such as Adobe Animate, Premiere Pro, Photoshop, Clip Studio Paint, Blender, and Unity on a daily basis and have developed high level skills in each program. Through a wide variety of college projects, personal projects, team projects and work experience I have gained a lot of valuable knowledge and skills on how to work within a team as well as plan and organise projects from the beginning in order to keep them on track during the production phase.

### **Education**

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**2019 – 2023** ..... Bachelor of Arts (Honours) in Design – Game Design and Animation  
Atlantic Technological University (ATU)

#### **Key Modules**

Game Design, Animation Studies, Project Management, Entrepreneurship and Professional Practice

**Year 4 Result:** Honours 1.1

**Year 3 Result:** Honours 1.1

**2019** ..... Leaving Certificate  
Coláiste Éinde, Salthill

### **Key Skills and Achievements**

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- Creative problem solving
- Proficient in Adobe Animate, Photoshop, Premiere Pro, Clip Studio Paint, Blender, Unity
- Excellent communication skills developed through college and work experience
- Teamwork skills developed through group projects and team sports
- Game designer, artist, and animator of an indie game dev studio
- Animator on a music video that surpassed two million views on YouTube
- Earned an academic scholarship for college
- Designed the logo of a doctor's family practice

### **Industry Work Experience**

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**2021 – 2022:** Telegael, Galway

#### **Responsibilities**

- Breakdown scripts and organise them on a chart
- Learn and replicate varying art styles and drawing techniques
- Design characters and backgrounds
- Communicate with team members and report to supervisors
- Work within a studio environment
- Receive feedback and adjust work quickly and accordingly

## Non-Industry Projects

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### Game Development Project

Lead artist and animator on an indie game.

This project was a collaborative effort with the other directors of Delimit Studios in order to make a proof-of-concept demo before starting into full development. Each of us specialised in a different area and had to cooperate in order to produce a coherent game, identifying game design choices and gathering feedback from the community who played and tested it. I oversaw the majority of the design decisions made for the game and kept the development on course.

<https://www.delimitstudios.com/IAIYH>

### Animation Project, College Year 4

Lead animator and storyboard artist for a short 3D animation.

This was a group college project for final year. We were tasked with creating a short 3D animation based off a script we were given. I created the original storyboard and worked with the team to decide what to edit or cut out. Once all the 3D modelling and texturing was completed by others on the team, I animated the characters and the camera in order to bring the storyboard to life. I stylised the animation in order to compliment the storybook style we were aiming for and wanted to give each character subtle differences in how they moved in order to convey their personalities. Once the 3D animation was complete, I created the 2D lip sync animation for the characters who spoke and attached them to the 3D models. Finally I edited all of the clips together and added any effects necessary.

<https://vimeo.com/842144820>

### Fan Animation Project

Lead animator on a fan animation project for a popular virtual band "Gorillaz".

I was the lead animator on a group passion project to create a music video of the Gorillaz song "5/4". My role was to animate a majority of the 2D character animation for the video in the style of the official music videos at the time, receiving feedback at each pass of the animation and making changes accordingly. I would also offer assistance and critique for the junior animators in order to help them improve their work and the overall quality of work on the project. I worked closely with other 2D and 3D artists in order to merge the two formats as seamlessly as possible.

<https://youtu.be/IMbglvLGY28>

## References

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