

## **Redmond O'Kelly**

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Portfolio: <https://www.delimitstudios.com/redmond/home>

### **Professional Summary**

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Skilled 2D and 3D Animator proficient in Adobe Animate, Premiere Pro, Photoshop, Clip Studio Paint, Blender, and Unity. With a passion for storytelling and a deep understanding of animation principles, my goal is delivering captivating content across various mediums and genres. My core values are commitment to quality, creative exploration and versatility, as well as professional and friendly collaboration. I am eager to contribute dynamic solutions to any creative team.

### **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

### **Key Skills and Achievements**

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- Creative problem solving
- Proficient in a variety of programs & can pick up new software quickly
- Excellent communication skills developed through collaborative works
- Teamwork, management, and leadership skills
- Final year animation was accepted at the ITFS 2024 Animation Festival in Stuttgart, Germany
- Lead Animator on a music video that surpassed four million views on YouTube
- Earned an academic scholarship for college
- Game designer, artist, and animator

### **Professional 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 Personal Projects

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### Game Development Project

Lead artist and animator on an indie game demo

- Conceptualized and crafted character designs and environments for an indie game demo within a small studio environment.
- Executed animation sequences utilizing a pixel art aesthetic, aligning with the game's visual identity.
- Fostered collaborative synergy with fellow designers and programmers to ensure seamless integration of animations into the game's stylistic framework.
- Applied animations to the game environment using Unity, enhancing overall gameplay immersion and cohesion.

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

### Animation Project, College Year 4

Lead animator, storyboard artist, and compositor for a 3D animation short film, "The Dressmaker"

- Collaborated with a team to produce a stylized 3D animated short selected for exhibition at the prestigious ITFS 2024 Animation Festival in Stuttgart, Germany.
- Utilized advanced storyboarding techniques to craft compelling narratives and elevate visual storytelling within the project.
- Utilized Blender to animate characters and orchestrate intricate camera movements, enhancing cinematic depth and immersion.
- Seamlessly integrated and refined visual and auditory elements through meticulous editing and compositing, culminating in the delivery of a polished final short film.

<https://vimeo.com/842144820>

### Fan Animation Project

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

- Led a team project animating the Gorillaz song "5/4", focusing on 2D character animation reminiscent of official music videos.
- Provided mentorship and feedback to junior animators, enhancing project quality.
- Collaborated closely with other 2D and 3D artists to ensure seamless integration of animation styles while incorporating feedback iteratively and quickly.
- Video was acknowledged and endorsed by co-creator and artist of the official band Gorillaz

<https://youtu.be/IMbglvLGY28>