

William K. Kelshaw

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OBJECTIVE: 3D Environmental Artist with experience in the fields of leadership and project management with a strong work ethic. Results-oriented Artist with good communication skills and a creative problem-solving approach

SKILLS: Working knowledge of Microsoft Excel and Word. Has working knowledge of basic and complex modeling in Maya.

1. Maya
2. Photoshop
3. UV Mapping
4. Texturing
5. Zbrush

EDUCATION:

University of Advancing Technologies Tempe, Arizona
BA in Game Arts & Animations

Jan 2012 - Present

EXPERIENCE:

Booty Bandits *Environment/Texture Artist*

Feb 2014 - Present

Working as an Environment/texture artist on a 2.5D brawler called Booty Bandits.

Flub Fighters *Environment/Texture Artist*

May 2014 – Sep. 2014

Interned with Retora Game Studio on their newest upcoming game; Flub Fighters.

Accolades:

- Earned the Eagle Scout award from Boy Scouts of America.
- Patrol leader and Quartermaster for BSA Troop 26
- A 4 year member in the Owasso High School Marching Band
- A 3 year member of the Owasso Symphonic Band