

Alison Kellom

Senior 3D Artist

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AAA VIDEO GAMES

Lead Artist

Ghost Story Games - “Judas” 11/2022 –02/2025 (Remote/Hybrid/Westwood,MA)

- Worked directly with Creative Director/Narrative to define look and feel of game
- Created pipeline of content creation based on my concepts.
 - Kit-bashed existing assets to get silhouette and feel in Unreal Engine
 - Concepted rooms for Modeling optimization and implementation
 - Notes sent to Outsourcing on intent/purpose and reusability via material changes etc.
- Created 10x more content in half the time than previous art teams
 - Delivered 2-3 completed rooms/themes Unreal 3D sketches per week
- Created system of “context” tags for modular room generation
 - Worked with Engineering and Tech Art to implement system
- Provided artistic feedback to 3 Outsourcing teams
 - Created Exemplars for Outsourcing to replicate and optimize

Senior Cinematics Artist

NetherRealm Studios/WB Games

“Mortal Kombat 1” 09/2021 – 02/2022 (Remote)

- Created Storyboards of Fatalities, Intros and Finishing poses
- Animated Tags in Unreal Sequencer
- Animated Cameras for Fatalities in MotionBuilder for Fatalites

Character Artist

2K Games/ Pixelgun Studio

“NBA 2K14-18, WWE 2K15-19” 2013-2018 (Novato, CA)

- Sculpted Likeness of dozens of Legacy Characters based on photos
- Hundreds of Faces and Body sculpts and textures
- Cleaned up Photogrammetry scans of NBA players, cheerleaders and crowd
- Skin Textures and Clothing, Retopology of Face and Body
- FACs Sculpts of Blendshapes Expressions for Facial Rigs

FILM

Final Layout Artist

Warner Bros./ Dr D Studios

“Happy Feet Two” 2011 (Sydney, Aus)

- Created snow prints of characters based on Animations in Houdini
- Animated DOF and F-stop Camera Values for numerous shots

Model Maker/Layout/Facial Motion Capture/Character Finaling

Disney/ ImageMovers Digital 2007-2010 (Novato, CA)

“Disney’s A Christmas Carol” “Mars Needs Moms”

- Previs and Scene Assembly of Characters and Sets
- Build Card Models based on 3D renders
- Layout of Organic Assets, leaves/twigs/rocks etc.
- Solve Facial Mocap of over 55% of all Facial performance in film
- Train Jr. Artists

EDUCATION

“Master Drawer”

Atelier School of Classical Realism – 2004 (Oakland, CA)

- School of Vermeer – Study of Light, Form, Color Temperature
- Extensive study of Anatomy and Figure Drawing. Écorché sculpture
- Portraiture and Still Life