



NICHOLE KELLEY

Illustrator | Designer | Animator

Whimsical Illustrator, designer, and animator. Animation skills include traditional 2-D animation, flash animation (including symbolized puppets), and stop motion. Enjoys creative problem solving to create unique, and clear solutions. Has a special passion for game and interactive work. Works well in teams to enthusiastically complete projects from concept to completion. Has worked in agile environments, but works well in a variety of project management settings.

CONTACT

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(508) 292 4383

SKILLS

- Photoshop ●●●●●
- Flash ●●●●●
- Illustrator ●●●●●
- InDesign ●●●●●
- Html/CSS ●●●●●
- Final Cut Pro ●●●●●
- After Effects ●●●●●

EDUCATION

Massachusetts College of Art and Design
Boston, MA. - BFA, 2006

GALLERIES

Get Your Freak On
Space 242 Boston, MA
April 2010

The Mansion Show
Melrose, MA June 2009

Little Green Men
Lawrence, MA October 2007

Mass Art in Print Gallery
Boston, MA 2006

WORK EXPERIENCE

Pearson/StoryArc Media

2014-2017

Senior Artist

Primary work was illustrating the Galactic Hot Dogs book series. Was expected to work on a small team, in a predetermined style. Galactic Hot Dogs work included thumbnails, sketches, concept art, typesetting, and revisions. Other duties at company included creating static and animated ads for Funbrain.com. Also helped code html mockups for clients and convert flash ads to new html5 layout.

Lycos

2012-2014

Artist

Created assets, interfaces, and animations for online flash games. Was expected to work in small teams to solve problems independently. Other duties included web design, game brainstorming, and creation of marketing materials.

Demiurge Studios

2011-2012

UI Artist

Created and refined user interface for Shoot Many Robots on Xbox 360, PlayStation 3, and PC. Worked very closely with programmers, and designers to create elegant and clear solutions. Assets were imported from Photoshop to Flash, to be used with scaleform.

Masonite Games

2011

Freelance Board Game Illustrator/Fabricator

Created art, instruction booklets, and fabricated prototypes for "Lift Off!" Made marketing assets for successful Kickstarter Campaign.

Blue fang Games

2010-2011

Flash Artists for Facebook and iOS

Created assets, animations, and backgrounds in Flash for Facebook games The Oregon Trail, Carmen SanDiego, and Zoo Kingdom. Also worked on designs for Rockin Reversi for iOS.

360KID

2006-2010

Animator and Artist

Duties include flash animation, character and background design, user interface development, web design, story boarding, proposal art, and constructive problem solving. Clients include: Pokémon USA, Sesame Workshop, TERC, Crayola, Togetherville, MoneyIsland, and PBS KIDS Sprout.