



Kellie Lautier

3D GAME ARTIST

+61 450 152 278

kellie.lautier@live.com.au

klauter.art

EDUCATION

2011 Cert IV - ICT

2012 Dip. Database Design

2012 Dip. Website Design

2012 Dip. Software Dev

2016 Adv. Dip. Game Dev - Art

2021 BACT - Game Art

KNOWLEDGE IN:

- Maya
- Blender
- Substance Painter
- Photoshop
- 3D-Coat
- Zbrush
- Unity
- Unreal Engine
- Marvelous Designer

WORK EXPERIENCE

- Jul 2015 - Dec 2017 **Game Artist** @ Happy Tragedies
3D generalist responsible for characters and props.
- Mar 2017 - Jun 2017 **Character Artist** @ WYMAC Gaming
Contract 3D Character artist responsible for making heads of various races and genders.
- Aug 2017 - Jun 2018 **Character Artist** @ Big Ant Studios
Responsible for creating character creator assets (clothing and accessories), player heads from 3D scans, various in-game props, and hair mesh optimization.
- Sep 2018 - Oct 2018 **Character Artist** @ Millipede
Contract lead 3D artist responsible for setting style boundaries, character art, and props while also mentoring current studio artist in the 3D pipeline.
- Nov 2018 - Mar 2019 **Character Artist** @ Summerfall Studios
Part of early look-dev team to create 3D characters before game transitioned to 2D in design.
- Jun 2019 - July 2020 **3D Generalist** @ SMG Studio
Mainly responsible for characters and customization options with the occasional branch out to prop art and environments.

PUBLISHED TITLES

- | | |
|-------------------------|---------------------|
| Fortunes of the Brave | Rugby League Live 4 |
| The Ashes 2017 | AO Tennis 2018 |
| AO Tennis International | Lacrosse 2018 |
| Big Bash Bang | 123 Sheep |
| Moving Out | Chorus |
| More TBA... | |

REFERENCES

Jacob Thomas

Big Ant Studios - Art Lead PH: +61 432 450 601
Email: jacob.thomas@bigant.com

Ashley Ringrose

SMG Studio - Director PH: +61 414 870 755
Email: ash@smgstudio.com