

Kelsey Rice

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Skills

3d environmental art, narrative design, texturing in Substance Painter, 3D modeling in Maya and Blender, Adobe Photoshop, game design, game development in Unity, Perforce, SourceTree

Experience

Infinite Children | Narrative PC adventure game | Present

USC Annenberg Graduate Fellow, Visual and Narrative Designer

- Selected for USC Annenberg Graduate Fellowship, 2017-2018 year
- Contributing visual design, texture art, and narrative design to faculty project

The Toymaker's Bequest | Narrative PC puzzle game | Present

Narrative designer and texture artist

- Working with designers to craft a narrative embedded in game puzzles
- Creating textures and PBR materials for game assets

Sky Command | Virtual reality cooperative space combat game | Present

Texture and Material Artist

- Working with PBR smart materials in Substance Painter to texture game assets

What Is It but a Dream | An augmented reality book of visual poetry | June 2017

Co-designer, book artist, physical prototyper

- Selection at Indiecade 2017
- Won the 2017 USC Libraries Wonderland Award for best work inspired by Lewis Carroll.

Idhan | A procedural exploration game | August 2017

Pixel artist

- Showed at Out of Index Experimental Game Fest in Summer 2017
 - Created pixel art environmental assets for game world and assisted in visual design
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Education

University of Southern California

Interactive Media MFA Candidate at School of Cinematic Arts | 2016-Present

Kenyon College

BA in Studio Art and English | Graduated *magna cum laude* in 2014