

ROBBY KELLY

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EDUCATION

Drexel University 09/2021 - Present
Master of Science Digital Media Philadelphia, PA
Bachelor of Science Animation & VFX

- Expected graduation - 2026
- GPA - 3.7
- Dean's List
- Minor in Screenwriting
- Graduated With Honors
- Magna Cum Laude

PROJECTS

Graduate Thesis

Drexel University Present

- Working with the Academy of Natural Sciences of Drexel University to model, rig, animate, and create a feather groom/sim for an extinct species of duck, the Labrador Duck, while maintaining scientific plausibility.

Senior Project Short film

Drexel University 9/2025 - 5/2026

- Acted as Story Director and Animation, Rigging, Previz, and Mocap Lead in a team of 9 students to create a 5-minute animated short in a 9-month time span.

Sapphire project

MIAX 01/2024

- Personally Introduced and integrated 3D graphics into MIAX's branding - a first for the company

SKILLS

Software Programs

- | | |
|---------------------------|-----------------------|
| • Autodesk Maya | • Adobe Illustrator |
| • Blender | • Adobe Photoshop |
| • Unreal Engine | • Adobe After Effects |
| • Adobe Substance Painter | • Adobe Premiere Pro |
| • Python | • Nuke |
| • Houdini | • Vicon |
| | • MotionBuilder |

Task Management Programs

- | | |
|----------|--------------------|
| • Jira | • Google Workspace |
| • Trello | • Microsoft Office |

WORK EXPERIENCE

MIAX *Hybrid : Princeton, NJ*
Digital Multimedia Designer 10/2023 - Present

- Serve as the main motion designer and 3D artist at MIAX, producing logo animations, educational videos, informational content, and the majority of animated media across the company.
- Lead all 3D graphics, 3D animation production, and 3D hero graphics for marketing across billboards, web, and website campaigns for MIAX's new Sapphire exchange launch and other marketing events.
- Communicate and collaborate with the in-house designer and marketing team as well as an outside design firm.
- Assisted in the development of an educational content library, developed icons and animations, and created educational animated video content.

Houdini School 9/2024 - 3/2025
Houdini Junior Artist *Culver City, CA*

- Created educational materials on Houdini Apex rigging after completing Houdini School's Apex rigging courses.
- Worked extensively with Houdini's animation tools to evaluate and assess course quality and tool performance.

Games for Love 8/2023 - 3/2024
Volunteer- Animation & Design *Lynnwood, WA*

- Created logos, trailers, animations, and other media for 20+ games for different events

Action Tokens 07/2022 – 04/2023
Game Animator *Chicago, IL*

- Collaborated with the CEO to model, texture, rig and animate 3D characters
- Created in-house tutorials on how to 3D model, texture, rig, animate, and import/export

Miscellaneous

- Willing to work on-site, hybrid, remote
- Willing to Relocate
- Eagle Scout, Boy Scouts of America