





# Adrian Kellman

## Technical Artist & Game Designer

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Hello! I'm Adrian, a technical artist and game designer who specializes in creating intuitive and stylish games.

I value "hands-off" game design which respects the player, games with cohesive and appealing art styles, unique and memorable identities, and tightly polished presentation.

I thrive when working and collaborating across all game development disciplines – from art, design, engineering, user interface, sound and more.

## Projects

### Tech Artist & Generalist Designer on *Robosynthesis*

@ *Eastern Michigan University* – January 2026 - April 2026

Led development of a PS2 style 3D action/puzzle platformer.

- Programmed all gameplay systems including player controller, puzzle interactables, and user interface.
- Executed entire 3D pipeline for player character, according to concept artist reference.
- Created all player, prop, and UI animations.
- Designed all sound effects and implemented alongside music.
- Decorated and designed 3 large levels, in collaboration with a level designer and an environment artist.
- Worked with illustrator to composite final promotional material.

### Lead Developer, Designer & Artist on *COCOBOY*

@ *Cocoteam LLC* – November 2024 - Present

Leading development of a 2D puzzle platformer-meets-3D retro simulation game.

- Created a one-week game jam prototype and gathered input.
- Managing game design and production with Trello and Github.
- Creating and implementing all 3D & pixel art assets.
- Managing community, Steam page, and promotional material.
- Collecting feedback from streamers and regular playtests.
- Accumulated 1,500 wishlists, launched demo with 500 players.

## Education

### Eastern Michigan University

Simulation, Animation & Gaming  
Bachelors of Science  
Summa Cum Laude

August 2022 - April 2026



## Skills

### Modeling

- Hard-surface & organic
- UVs & retopology
- PBR texturing & baking
- Game optimization

### Tech Art

- Stylized shaders and VFX
- Rigging, controllers, skinning
- Skeletal animation
- Character controllers, blending / state trees

### UI

- Visual design and layout
- UI animation & programming

## Software

### Engines

- Unity
- Godot

### Art & Design

- Photoshop
- Illustrator
- Affinity
- Aseprite
- Procreate

### Audio/Video

- Audacity
- Logic Pro
- Final Cut Pro

### 3D

- Blender
- Maya
- Substance Painter
- Nomad Sculpt

### Programming

- C#
- GDScript
- Java

## Projects cont.

### **3D & Tech Artist on *Aether Break***

**@ Wolverinesoft Studio (University of Michigan) - June 2025 - August 2025**

Collaborated with a team of 20+ students to produce a first-person parkour game.

- Decorated levels solo and resolved design issues across all 21 levels under a one-week deadline.
- Defined technical art direction in collaboration with the art team and lead.
- Enhanced the game with several animations, particles, VFX, and a 3D hand system.
- Assisted UI team with design feedback and engine implementation.

### **Tech Artist & Generalist Designer on *GO! GO! Beetle Roller!***

**@ Eastern Michigan University - February 2025 - April 2025**

Led development of a comic-style 3D action platformer.

- Executed entire 3D pipeline for all models, according to concept artist reference.
- Developed a distinct halftone toon shader w/ ShaderGraph.
- Designed, implemented and animated a stylish user interface.
- Programmed gameplay & backend systems, such as save data.
- Designed all sound effects and implemented alongside music.
- Managed promo material and Steam page, achieving a Very Positive rating.

### **3D, Tech Artist & UI Designer on *Project Hike***

**@ Wolverinesoft Studio (University of Michigan) - May 2024 - August 2024**

Collaborated with a team of 15 students to create a stylized 3D arctic exploration prototype.

- Modeled environment assets, designed all UI, developed shaders, and prepared workflows and documentation for level designers.
- Co-wrote an Art Design Document to establish design rules and technical pipelines.

## Awards

### **1st Place EMU Game, 2nd Overall (Highest Ever EMU Ranking in 9 years)**

**@ UM+EMU Student Game Showcase**

April 2026, for *Robosynthesis*

### **1st Place EMU Game**

**@ UM+EMU Student Game Showcase**

April 2025, for *GO! GO! Beetle Roller!*

### **Dean's List @ Eastern Michigan University**

Awarded every semester, Fall 2022 - Winter 2026