



MULTIMEDIA DESIGNER
AND ANIMATOR

www.katwalker.net

Plano, Texas
katwalkervis@gmail.com
linkedin - kathleencwalker

// SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe AfterEffects
- Adobe Premiere Pro
- Adobe Animate CC
- Autodesk Maya
- Autodesk Mudbox

// SKILLSET

FOCUS:

- Graphic Design
- Digital Art Direction
- 3D Character Animation
- 3D Modeling (Props/Environments)
- Motion Graphics
- Storyboard Direction
- Video Editing

KNOWLEDGEABLE:

- Digital Illustration
- 2D Character/FX Animation
- UI/Interactive Design
- Responsive Web Design
- Email Marketing
- Print Production
- HTML/CSS
- DSLR Photography
- Sound Design
- Project Management

SKY SHIP STUDIOS

Madison, WI
(Remote position)
Jul 2017 – Oct 2017

CAR WRAP CITY

Carrollton, TX
Oct 2016 – Jun 2017

CHECK INTO CASH CORPORATE HEADQUARTERS

Cleveland, TN
Sep 2014 – Jul 2016

SVAD PRODUCTIONS

Collegedale, TN
Sep 2012 – May 2014

INTERACTIVE ID

Chattanooga, TN
Aug 2010 – Jan 2015

BREEDEN/ MCCUMBER ADVERTISING

Brownsville, TX
May 2006 – Jan 2009

3D CHARACTER ANIMATOR, FREELANCE

- Created a variety of character in-game reactions using hand-keyed animation in Autodesk Maya for the title *Gloom: Digital Edition*

GRAPHIC DESIGNER

- Prepared graphics for large format printing using techniques specialized for vehicle wrap installation, ensuring quality & consistency while maintaining short turnaround times
- Provided detailed mockups, measurements, and guidelines for the production staff while assisting with problem-solving strategies across multiple teams
- Managed multiple clients and projects under tight deadlines
- Met a wide variety of additional client and in-house design needs including brochures, logo reproduction, apparel, custom illustration, and social media graphics

DIGITAL ART DIRECTOR

- Conceptualized and developed creative for multi-channel digital marketing campaigns that included e-mails, landing pages, giveaway contests, and animated advertisements
- HTML/CSS coding for responsive e-mail design
- Managed digital assets with SaaS-based applications such as ActOn, Bronto, and Shoutlet

3D ANIMATION TRAINEE & STORYBOARD ARTIST

- Assisted with various independent CG animated shorts under the mentorship of veteran Disney director Hendel Butoy
- Lead storyboard artist and co-director for the collaborative short film "Space"
- Contributed character animation, concept art, and 3D modeling/texturing using an industry-standard studio pipeline

LEAD UI DESIGNER

- Met with clients to conceptualize corporate identity for business websites, social media marketing assets, and interactive applications
- Provided back-end developers with wireframes detailing the functionality of interface elements and site navigation
- Created user interface design for e-commerce platforms, project galleries, and responsive mobile layouts

WEB DESIGNER

- Developed HTML/CSS websites, interactive Flash websites, and Flash animated web advertisements
- Assisted with traditional print advertising campaigns under the leadership of art directors

// EDUCATION

BACHELOR OF SCIENCE, CHARACTER ANIMATION (CG)

Southern Adventist University – Collegedale, TN • Graduated May 2015

Received four years of training in the development of 3D animated productions, including previs, storyboarding, modeling, rigging, environment design, lighting, rendering, and character animation. I received an award for story development in the group production of the animated short "Space", and was mentored by former Disney feature director Hendel Butoy. Additionally, I completed upper division courses in life drawing, painting, sculpture, lighting, photography, sound design, film editing, compositing, motion graphics, and programming for artists (an overview of python and MEL scripting for use in Autodesk Maya).

ASSOCIATE OF SCIENCE, DIGITAL MEDIA DESIGN

Texas State Technical College – Harlingen, TX • Graduated May 2006

Completed a two-year degree with courses in filming, editing, sound design, motion graphics, Flash animation, web design, HTML/CSS coding, graphic design, print publishing, and basic 3D modeling.