

Katharine Evans

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software

After Effects

Premiere

Photoshop

Illustrator

Sketch

Maya

Mari

Nuke

skills

Motion design

Camera layout

Editing

Visual storytelling

Compositing

Modeling & Texturing

Hello! I'm an experienced visual effects artist with skills in 3D camera layout & animation, video editing, and motion graphics. I'm also an educator with experience teaching fine art & animation at the college level. I'd love to work with you.

Professional Experience

Independent Contractor, various clients, 2018

- Created 3D previsualization animatics from hand drawn 2D storyboards that were provided by the client.
- Storyboarded, designed, animated, and edited a 12-minute educational video that communicates scientific concepts.

Layout Artist, Tippett Studio, 2014 - 2016

- Created live action/animated camera hybrid shots in order to seamlessly transition from live action to computer generated footage.
- Matched virtual cameras to real-world cameras to facilitate the integration of computer generated elements into live action scenes.

Layout Artist, Industrial Light & Magic, 2007 - 2014

- Composed shots, animated cameras, and dressed virtual sets for a variety of feature films and fully computer generated projects.
- Collaborated with directors, editors, & other stakeholders to tell a visual story across multiple shots that is meaningful and understandable.
- Managed multiple assets in fully CG scenes to facilitate real-time camera motion capture.

Educator

Instructor, Academy of Art University, San Francisco, CA. 2012

Taught a Final Portfolio class in the Visual Effects department. Students learned to write resumes, assemble portfolios, edit demo reels, and build professional websites.

Professor, SCAD, Savannah, GA. 2001 - 2002.

- Educated college students on the subjects of Computer Graphics, Animation, and Design.
- Taught the classes Intro to Computers, Intro to 2D Animation, and Animation for the Web.

Education

UX Design Student, General Assembly, 2017

- engaged in the UX design process from end to end in a 10 week immersive course. Responsibilities included user research, writing and conducting surveys, heuristic analysis, wireframing, prototyping, and visual design.
- collaborated with team members and external clients to solve real-world design problems.

MFA, Computer Art, Savannah College of Art and Design, Savannah, GA.

BS, Fine Art, Nazareth College of Rochester, Rochester, NY.