Kaitlyn Kearns

Compositor

kkearns2023@gmail.com   www.kaitlynkearns.com

SOFTWARE SKILLS

- Autodesk Maya
- Fusion
- Nuke
- Adobe After Effect
- Unreal Engine
- ShotGrid

PROFESSIONAL SKILLS

- Leadership
- Teamwork
- Creative Thinking
- Public Speaking
- Assertiveness

EDUCATION

Savannah College of Art and Design

Bachelors of Fine Art in Visual Effects

Graduated in June 2023

EXPERIENCE

Floyd County Productions - Marvel's Hit Monkey: Season 2
Compositor   September 2023 - April 2024
Atlanta, GA
- Worked in a fast pace environment for TV
- Used Fusion to do the compositing and lighting.
- Blended 2D animation over 3D background.
- Blended live action elements over 2D animation.
- Used AOVs to break up 3D renders
- Created bodies of waters in Fusion.
- Used Adobe Photoshop to edit backgrounds.

SCAD Animation Studio - The How Book
VFX Supervisor   January 2022 - May 2023
Savannah, GA
- Created a pipeline from animation to compositing.
- Made documents about how to light, render, and composite.
- Made custom gizmos for the compositors.
- Worked out bugs during the render stage.
- Created the basic layer out in Nuke so scripts were uniformed and neat.

Motomo Inc
Freelance Compositor January 2023 - February 2023
Remote
- Tracked a phone screen in Nuke.
- Green screened pulled.
- Tracking in Nuke.
- Beauty passes in shots to remove trackers and clean walls.

Turn 10
Summer Associate   June 2022 - August 2022
Remote
- Worked at AAA game studio.
- Used real time lighting system.
- Worked in a fast paced environment and hit deadlines.
- Understood errors in code and fixed it.
- Used Photoshop to create light maps.