



Kaitlyn Kearns

Compositor, Lighter, and 3D Artist.

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EXPERIENCE

EDUCATION

Savannah College of Art and Design
Bachelors of Fine Art in Visual Effects
Graduated in June 2023

SOFTWARE SKILLS

Nuke
Fusion
Autodesk Maya
Adobe Creative Suite
Unreal Engine
ShotGrid
Ftrack
GenAI

Meta. via Insight Global — VFX Artist

November 2025 - Present

- Using Live Action VFX skills like Modeling, Texturing, Lighting, Rendering, and Compositing to create datasets to feed Meta's native LLM.
- Collaborating with a large team of VFX artists to review and provide clear feedback to maintain visual and technical consistency in the provided data sets.
- Research & developing new tools for fast-paced and high-volume production timelines.

Apple INC. via Mindlance — Data Imagery Editor

January 2025 - January 2026

- Efficiently identify and correct issues by annotating 2D imagery.
- Optimize existing processes to meet clients' goals.
- Skillfully analyze and remedy deficiencies by marking 3D-generated data.
- Communicate effectively in a team environment to increase productivity.
- Use comparative analysis to establish conformity throughout projects.

Floyd County Productions — Compositor

September 2023 - April 2024

- Worked in a fast-paced environment for TV
- Used Fusion to do the compositing and lighting.
- Blended 2D animation over 3D background.
- Used AOVs to break up 3D renders.
- Created bodies of water in Fusion.

SCAD Animation Studios — VFX Supervisor

January 2022 - May 2023

- 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.

Turn 10 Studios — Summer Associate

June 2022 - August 2022

- Worked at AAA game studio.
- Used real-time lighting system.
- Understood errors in code and fixed them.
- Used Photoshop to create light maps.