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Kaitlyn Kearns

Compositor

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SOFTWARE SKILLS

Autodesk Maya

Fusion

Nuke

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 - Present

Atlanta, GA

Working on season two of Marvel's Hit Monkey. Using Fusion by Blackmagic to composite the shots together. Blending 2D animation and a Photoshop background to create a shot. Also using 3D elements and live action stock videos to put in more realistic effects.

Turn 10

Summer Associate June 2022 - August 2022

I worked with the Turn 10 team to understand the pipeline of a game. I learned their software for lighting and to do it in the games. Learning the pipeline I got to see how naming files are important to keep the game going by using the right name. Learning how to read an error message was also an important skill that was picked up by using problem-solving and not to interfere with the game development.

SCAD Animation Studio - The How Book

VFX Supervisor January 2022 - May 2023

I set up the pipeline from animators to lighters to compositors. I figured out the pipeline from animation to lighting to compositing. I made a lot of documents and videos on how to set up the Maya file for lighting, how to set up a render, send the project off the farm, and the compositing guide. For the compositing side, I figured out what AOVs had to be shuffled out to be used in a comp and made custom gizmos for the compositors. On top of the custom gizmos, I also made a layout nuke script that was set up for each artist to use as a baseline and customize the shot.

Motomo Inc

Freelance Compositor January 2023-February 2023

Freelanced for Motomo Inc. to do some shots for their commercial for USC. I did rotoscoping, green screen pulls, corner tracking, and masking.