



# 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

#### *Insight Global* — VFX Artist

November 2025 - Present

- Using Live Action VFX skills like Modeling, Texturing, Lighting, Rendering, and Compositing to create datasets
- Doing Facetracking and 3D Matchmove.
- 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.