



Kaitlyn Kearns

Composer, Lighter, and 3D Artist.

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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

EXPERIENCE

Apple INC. via Mindlance — Data Imagery Editor

January 2025 - Present

- 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 — Composer

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.

Motomo Inc, Remote — Composer

January 2023 - February 2023

- Tracked a phone screen in Nuke.
- Green screened pulled.
- Tracking in Nuke.
- Beauty passes in shots to remove trackers and clean walls.

SCADpro X Undisclosed Client — Lighter / 3D Artist

September 2022 - November 2022

- Presented an immersive pitch to the client using projection mapping
- Worked on a virtual production LED volume stage with tech and performance staff.

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.