



# Kaitlyn Kearns

Lighter/Compositor

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## SOFTWARE SKILLS

Autodesk Maya

Adobe Photoshop

Nuke

Autodesk Shotgrid

Unreal Engine

## PROFESSIONAL SKILLS

Leadership

Teamwork

Creative Thinking

Public Speaking

Assertiveness

## EDUCATION

Savannah College of Art and Design

Bachelors of Fine Art in Visual Effects

June 2023

## EXPERIENCE

### *Turn 10 - XBOX*

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*

Lead Compositor January 2022 - Current

Assigned shots to lighters and compositor and made the compositing production line. Helped people learn how to work Nuke. I also learned how to be a leader and work with people to get a final product.

### *SCAD Animation Studio - Pope's Dog*

Lighter/Compositor June 2021 - June 2022

Using Nuke's rotos tool to create a lighting pass on a 2D animation to make it look 3D. Had to learn how to use a new set of tools in Nuke to create the lighting effects. This project was all through zoom, had to learn how to communicate through zoom and still have a connection to the team.

### *SCAD Admission Department*

Student Ambassador March 2021 - October 2022

Meeting high school students and their families and showing off the Savannah Campus. Having to deal with changing the topic of every group to match the people's interest and keeping people's interest on the topic.