

Katie Heady

3D Animator

(443) 285 - 3093

ktheady@gmail.com

<https://www.katie-heady.com>

I am a CG Animator with a few years of professional animation experience across the commercial and gaming industry. I love creating stories and giving them to life.

SKILLS

- 3D Animation, 2D Animation, Storyboarding, Texturing, Lighting, Rigging, Modeling, Production,
- Rendering, Illustration, Oil Painting, Charcoal, Markers, Watercolor, Tempera

SOFTWARE

- Maya, Substance Painter, 3D Coat, Zbrush, Nuke, Vray, Arnold, Renderman, Photoshop,
- Procreate, Premiere, Audition, After Effects, and Ayon.

AWARDS

- Best of Ringling- 2016,2017,2019
- TAAFI- Toronto Animation Arts Festival International (2020)
- International Film Festival of Cinema & Sea (2019)
- Alexandria Film Festival (2019)
- Southern Shorts Awards; Award of Excellence (2019)
- Anim! Arte- International Student Animation Festival of Brazil (2019)
- Melrose Film Festival (2019)
- Art All Night- Trenton: 7th Annual Film Festival (2019)
- International Moving Film Festival (2019)
- Best SHORT FEST (2019)

EDUCATION

RINGLING COLLEGE OF ART AND DESIGN/COMPUTER ANIMATION Aug 2015 - May 2019

Concept and creation of an award winning animated short film demonstrating experience in lip sync, posing, performance, and story.

PRODUCTION EXPERIENCE

Onchain Studios / 3D Animator Sep 2022 - Present

Collaborated developing new digital content and user game experiences for Cryptoys, Disney, Mickey and Friends, Star Wars, Master's of the Universe, and Mattel products.

- Built and implemented productions tools into the animation department's workflow.
- Created a variety of different animations that adapted across different characters.

Jabimation / 3D Animator Aug 2022 - Sep 2022

- Worked remotely with the animation team and supervisors on 15-30 second animated commercials for the brand Xiidra.

BUCK / 3D Animator Jul 2022 - Aug 2022

- Animated commercial Youtube spot with the BUCK Amsterdam team, navigated working with a different time zone and adhered to deadlines.

Neighbor Animation / 3D Animator Oct 2021 - Jul 2022

Coordinated with supervisors on 15-30 second commercial spots for HOOVER, Mr.Bubble, Lagunitas doing all aspects of the CG pipeline from animation, storyboarding, layout, and asset creation.

- Storyboarded and supervised a team on an animated short using Maya, Zbrush, AfterEffects, Premiere, Substance, and Vray.

Carbon VFX/ 3D Artist/Animator Jun 2019- Sep 2021

Aided in every aspect of the CG pipeline, such as asset creation and character animation, on commercial projects with Mattel, Teflon, Babybel, Sony, American Express, Kellogg's, Corona Fresca, and Dr.Scholl's.

- Communicated daily with VFX supervisors addressing arising client needs in a timely manner.

Ringling College of Art and Design/ Resident Assistant Aug 2018- May 2019

- Created a strong sense of community through programming activities and mentoring 60 upperclassmen students. Worked closely with RA staff to ensure campus safety; diplomatically resolved conflicts quickly and equitable.