

KAT MCMULLEN

2D-FLASH ANIMATOR STORYBOARD ARTIST
CHARACTER DESIGNER



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Objective: To obtain a position as a storyboard artist, 2d/flash animator, character designer, and/or graphic designer.

Traditional

Skills: Character Designing, Storyboards, Traditional Animation, Pencil Test Machine, Background Layout

Technical

Skills: Flash, Photoshop, After Effects, 3D Studio Max, Dreamweaver, Final Cut Pro, Magpie, Premiere, Illustrator, Soundforge, Wacom Tablet, PC and Mac Platforms

Education: The Art Institute of Philadelphia, Philadelphia, Pa
Bachelors of Science, Media Arts & Animation
September 2008
Dean's List
Best of Quarter 2007

Associates of Science, Animation Art & Design
January 2006
Dean's List

Experience: ToonUps, Wayne, PA August 2010-Present
Animator/Designer
-Design for flash games avatar parts, clothing, accesories, and more..
-Create animations.

Jaunted Productions, Paulsboro, NJ March 2010-August 2010
Storyboard Artist
-Create storyboards for movie script for visual reference for director and crew.

J&J Snack Foods, Pennsauken, NJ April 2009-August 2010
Freelance
-Graphic design, and edit files for company food product, labels, and logos

The Night Kitchen, Philadelphia, Pa Oct 2008-March 2009
Internship
-Animate for interactive project for the San Francisco Museum of Modern Art
-Character animate dogs, make body parts, storyboards, and backgrounds
-Create storyboards