

Kate O'Donnell

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Education

Northeastern University

Fall 2001-Spring 2006
Bachelor of Science cum laude in Visual Arts with a Concentration in Animation and a Dual Major in Multimedia Studies

Skills

MotionBuilder
Maya
3ds Max
PFTrack
Track
After Effects
Nuke
SynthEyes
Vicon Blade
Photoshop
Illustrator
Dreamweaver
InDesign
Flash
Avid
Drawing

Interests

2D & 3D Animation
Film
Video Games
Motion Capture
Television
Photography
Music
Saxophone

Experience

Halon Entertainment

Santa Monica, CA 6/15
MotionBuilder Artist

Untitled Project

Cleaned up mocap, blended clips, and animated characters in MotionBuilder for a virtual reality project.

Digital Domain

Playa Vista, CA 8/14-5/15
Animator/Lab Artist

Upcoming 2016 film; Upcoming Tomb Raider game

Animated characters and scene layout for previs and virtual production in Maya and MotionBuilder, and postvis camera tracking in PFTrack for upcoming feature film. Facial capture layer animation and lip sync for upcoming Tomb Raider game.

Yuke's LA, Inc.

Culver City, CA 3/14-7/14
Lead Animator

Shipped Title: WWE 2K15

Lead a team of animators in creating victory cutscenes for WWE 2K15. Tasks include: assigning and tracking scenes through pipeline; reviewing scenes in game engine; mocap polish, animating hands, props, cameras, and facial expressions/lip sync; creating cutscene game attributes; debugging scenes, as well as other related tasks.

Digital Domain

Venice, CA 9/12-2/13; 11/13-12/13
Integration Artist

Oblivion, 2013 UFC Bumper, 2014 Nissan Rogue Commercial

Camera tracking, object tracking, and matchmoving using Track, Maya, and Nuke for scenes in the film Oblivion, a UFC bumper, and a Nissan Rogue commercial.

2K Games

Northridge, CA 3/13-5/13; 9/13-10/13
Lead Animator

Shipped Titles: WWE 2K14, WWE 2K15

Edited and polished motion capture, animated hands and props, and created cutscene game attributes for in-game cinematics for WWE 2K14; created documentation, performed animation tests on new rig, and prepared for development/production for WWE 2K15.

Conaco

Burbank, CA 6/13, 7/13
Graphic Artist

Conan

Created graphics in After Effects and Photoshop for comedic bits broadcast on the show Conan on TBS.

THQ, Inc.

Agoura Hills, CA 11/11-6/12
Lead Animator

Shipped Title: WWE '13

Tasks included: editing and polishing motion capture, animating hands, props, facial expressions, and lip-sync. Also, created cameras and cutscene game attributes. Other responsibilities included: assigning and tracking scenes, preparing them for the game developer, and helping producer/team lead review scenes.

Hydrogen Whiskey Studios

Santa Monica, CA 8/11-9/11
Cinematics Animator, Team Lead

Shipped Title: Kinect Star Wars

Lead a team of animators, set up shots, and animated characters in Maya for a pod racing game cinematic.

THQ, Inc.

Agoura Hills, CA 12/10-7/11
Lead Animator

Shipped Title: WWE '12

Built cutscenes and event animations; combined, polished, and edited motion capture; and created cutscene game attributes in 3ds Max. Assigned and tracked scenes through the pipeline.