

Kat McGovern

3D Animator

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PROFESSIONAL SUMMARY

Innovative and hands-on artist with a devotion to 3D Animation. Continually searching for inspiration to expand the boundaries of creativity. Utilizes skills for artistic design, knowledge of computer animation, love for life and people, and a passion for bringing stories to life.

SKILLS

- Maya
- 3DS Max
- Unreal Engine
- Photoshop
- Premiere Pro
- Motion Capture clean up
- Python
- Strong Leader and Team Player
- Effective Communicator
- Complex Problem Solver
- Comfortable with tight deadlines

WORK HISTORY

JULY 2020 – PRESENT

3D Animator | SuperPlastic | Burlington, VT

- Created single frame images and short clips for social media and marketing purposes
- Worked with Motion Capture for animation purposes

JANUARY 2019 – JUNE 2020

3D Animator | Monkey Chow Productions | Orlando, FL

- Lip synced in Mandarin and English on short films
- Animated with Bipedal and quadruped creatures with hand-keyed animation and motion capture
- Collaborated as a team to ensure the client's vision

EDUCATION

MAY 5th 2016

Bachelor of Fine Arts: Character Animation

University of Central Florida, Orlando FL

NOVEMBER 20th 2019

Character Animation and Game Animation

Animation Mentor, Online Class, San Francisco CA