

## DEANNA KENNEDY

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Portfolio: [www.fallenaries.com/portfolio](http://www.fallenaries.com/portfolio)

Thesis: [www.fallenaries.com/thesis](http://www.fallenaries.com/thesis)

## EDUCATION

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**Ringling College of Art & Design**, Sarasota, FL

Bachelor of Fine Arts, May 2024

Major: Computer Animation, GPA: 3.24/4.0

Faculty Scholarship & Horizon Awards (4 Year awards)

**Ringling Senior Thesis:** Checkpoint - a two-minute film emphasizing visual storytelling, emotion, and character interaction

**Rhode Island School of Design** – Summer Emersions in Comic Illustration and Graphic Design

## ANIMATION EXPERIENCE

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**Gameplay Animation Artist (Intern)**, Monolith Productions / Warner Bros. Games, Kirkland, WA, June 2023 – August 2023

Responsible for creating ambient life animations for NPC's in the upcoming Wonder Woman game.

- Animated NPC movement sets, which required working with and cleaning up underlining motion capture data creating shippable in-game assets.
- Assisted in the Motion Capture studio, suiting up to capture data to use for my tasks, and assisting those who were acting/recording in the studio.
- Used custom animation tools developed by Monolith to quicken the animation cleanup process and submit animations for game integration.
- Collaborated daily with my Mentor and Animation Team members in Kirkland and virtually around the country.

**Animation Artist (Intern)**, InMotion Systems LLC, Northborough MA, June 2022 – August 2022

Created animations for umpires to be used in InMotion System's HitTrax baseball simulation and training system.

- Responsible for working with existing motion-capture data and creating completely new animations without the use of mocap.
- Converted assets from 3DS Max to Maya for work on animation and model improvements.
- Resulting in meshes, textures, and animations exported for use in the Unity Game engine via FBX formats.
- Used custom toolset developed by InMotion developers to see assets and animations in game engine.

**Concept Artist / 3D Modeler (Intern)**, Galladonia Games, Providence RI, June 2021 – August 2021

Designed and modeled elements for a new Kickstarter campaign featuring a line of fantasy miniatures for tabletop gaming.

- Responsible for creating concept art for items that will be physically produced and sold in the campaign. Items range from environmental set pieces to weapons spanning several fantasy races (Dwarves, Goblins, etc.).
- Upon concept approval, created orthographic drawings for reference use in the modelling process.
- Responsible for modeling approved pieces using ZBrush 2021 and created a set of custom brushes in ZBrush for continuous reuse (such as Runes, Handprints, and Symbols).

## ANIMATION / EDUCATIONAL EXPERIENCE

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**Student / Computer Animator**, Ringling College of Art & Design, Sarasota, FL, September 2020 - Present

As part of the 3D animation curriculum, produced multiple animations to demonstrate weight, force, and character emotion, all culminating in my upcoming Thesis Film.

- Designed characters and environments, planned animation with thumbnails, researched environment lighting and lighting needs.
- Modeled and textured characters, environments and props, lit scenes, animated pose-to-pose.
- Researched and leveraged the Maya VFX module to create animated textures, lightning, caustics, smoke particles and other special effects.
- Exercised 2D animation, practicing lip sync, along with dancing sequences, walk cycles and interactions with environment.
- Pitched story ideas to professors and classmates, worked with faculty to create complete storyboard animatics.

## SKILLS / PERSONAL

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**Applications:** Autodesk Maya, ZBrush, Adobe Photoshop, Adobe Premiere, Nuke, HandBrake, Adobe Substance 3D Painter, 3D Coat, MS Office365 & Google Suite.

## AWARDS / ACHIEVEMENTS

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- **Featured in Best of Ringling 2022**
- **National Art Honors Society – VP – 2019/2020**
- **RI Senate Arts Exhibition – Senate Citation – 2019**
- **Scholastic Art & Writing Awards recipient – 2019**
- **National Honors Society – 2020**
- **National Technical Honors Society – 2020**
- **Rhode Island Honors Society - 2020**