

# DEANNA KENNEDY

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

(thesis password available upon email request)

## 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 (10x Award Winner, 2x Finalist, 1x Honorable Mention, 8x Official Selection)

## ANIMATION EXPERIENCE

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### 3D Character Animator

InMotion Systems LLC | Northborough, MA | July 2024 – Present

- Developed realistic custom animations for baseball and softball players, enhancing InMotion Systems' HitTrax simulation and training platform.
- Worked independently to create new animations without relying on motion capture, ensuring unique, high-quality assets.
- Rigged and optimized existing 3D models in Maya, integrating them into Unity for interactive gameplay.
- Performed motion capture data clean-up on existing animations that needed polishing.
- Used proprietary tools to visualize assets in-game, streamlining the development pipeline.
- Created a detailed 3D replica of the HitTrax Batting Cage for promotional materials, utilizing Maya for modeling, lighting, and texturing.

### Animator

CareerLeader LLC | Remote, USA | December 2024 – Present (Freelance)

- Designed and animated dynamic motion graphics for an educational video series on the Career Leader platform.
- Translated data and statistics into clear, visually engaging animations for video chapters.
- Collaborated with team members to develop the animation style and design.
- Integrated finalized animations into video files post-approval, ensuring smooth delivery and alignment with project goals.
- Assisted with live-action video recording sequences that would become part of the educational video series.

### Animator

Influenceable | Remote, USA | October 2024 (Freelance)

- Created hand-drawn 2D animations of characters and props for the film *Monster Summer*, part of a high-impact influencer marketing campaign.
- Delivered high-quality animations under tight deadlines, ensuring project requirements were met.
- Partnered with the Creative Manager to iterate on animation scenes and fine-tune details for visual consistency.
- Re-imagined key clips in a nostalgic "Saturday morning cartoon" style for a promotional video trailer.
- Edited animations in Premiere Pro, incorporating sound effects and music for final delivery.

### Gameplay Animator (Intern)

Monolith Productions / Warner Bros. Games | Kirkland, WA | June 2023 – August 2023

- Created ambient life animations for NPCs in the upcoming AAA title *Wonder Woman* game, working closely with motion capture data to develop polished, in-game assets.
- Assisted in the motion capture studio, providing on-site support for data capture and acting as a resource for talent.
- Performed in motion capture suits in order to record data to work on in a later assignment, and to help test out new motion capture equipment.
- Cleaned up motion capture data using proprietary tools, accelerating the animation process and ensuring high-quality results.
- Collaborated daily with animation mentors and remote team members to meet project milestones and ensure cohesion across assets.

### **3D Character Animator (Intern)**

InMotion Systems LLC | Northborough, MA | June 2022 – August 2022

- Created animations for umpires in the HitTrax simulation, enhancing player training and game realism.
- Generated original animations based on motion-capture data, with an emphasis on smooth, lifelike movement.
- Transferred assets from 3DS Max to Maya, ensuring compatibility and improvements in animation quality.
- Utilized custom tools to visualize and integrate assets directly into the game engine.

### **Concept Artist / 3D Modeler (Intern)**

Galladoria Games | Providence, RI | June 2021 – August 2021

- Designed and modeled fantasy miniatures for a Kickstarter campaign targeting tabletop gaming enthusiasts.
- Created concept art and orthographic views for various items, including weapons and environmental pieces across fantasy races.
- Modeled detailed 3D assets using ZBrush, creating custom brushes for reuse in future projects.

## **EDUCATIONAL TRAINING**

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### **Student / 3D Computer Animator**

Ringling College of Art & Design, Sarasota, FL, September 2020 – May 2024

As part of the 3D animation curriculum, I produced multiple animations to demonstrate weight, force, and character emotion, all culminating in my 2-minute Thesis Film *Checkpoint*.

- Designed characters and environments, planned animation with thumbnails, and researched environment lighting and lighting needs.
- Modeled and textured characters, environments and props, lit scenes, and 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 the environment.
- Pitched story ideas to professors and classmates and worked with faculty to create complete storyboard animatics.

## **SKILLS / PERSONAL**

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Autodesk Maya, ZBrush, Adobe Photoshop, Adobe Premiere, Nuke, HandBrake, Procreate, 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**