

Deanna Kennedy

CG Animator, Ringling College Grad, BFA Computer Animation

Portfolio: <https://fallenaries.com/portfolio/>

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Orlando, FL, USA

Career Highlights:

- Experience working on a AAA game title
- Created a 2-minute award-winning short film (solo project)
- Efficient in hand-key animation and motion capture clean-up

ANIMATION EXPERIENCE

3D Character Animator

InMotion Systems LLC – HitTrax | Northborough, MA and Remote | July 2024 – November 2025

- Developed realistic hand-keyed animations and cleaned up motion capture animations for baseball and softball players, enhancing InMotion Systems' HitTrax simulation and training platform, ensuring unique, high-quality assets.
- Rigged and optimized existing 3D models in Maya, integrating them into Unity for interactive gameplay.
- Crafted an all-new Maya to Unity animation pipeline, leading from motion capture data and hand-key animation over to Maya for clean-up, and over to Unity to be properly packaged for the Unity development team.
- Collaborated with Technical Artists on rigging/UV assets and participated in team dailies meetings to work through challenges that surfaced during game development.
- Created a detailed 3D replica of the HitTrax Batting Cage for promotional materials, utilizing Maya for modeling, lighting, and texturing.

Gameplay Animator (Intern)

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

- Created ambient life animations for NPCs in the 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.

FREELANCE EXPERIENCE

Animator

CareerLeader LLC | Remote, USA | December 2024 – March 2025 (Freelance)

- Designed and animated dynamic motion graphics for an educational video series on the Career Leader platform.

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.

Concept Artist and 3D Modeler (Intern)

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

- Designed and modeled fantasy miniatures for a Kickstarter campaign targeting tabletop gaming enthusiasts.

TOOLS & SKILLS

Autodesk Maya, ZBrush, Adobe Photoshop, Adobe Premiere, Nuke, HandBrake, Procreate, Adobe Substance 3D Painter, 3D Coat, MS Office 365 & Google Suite.