

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

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

Interests

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

Experience

Digital Domain

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

Oblivion; 2013 UFC Bumper; 2014 Nissan Rogue Commercial

3D 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 Title: WWE 2K14; Upcoming game release

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 unannounced future title.

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.

Sony Computer Entertainment of America

Culver City, CA 7/10-12/10
MotionBuilder Studio Technician

Shipped Titles: Uncharted 3: Drake's Deception; Infamous 2; Green Lantern

Characterized motion capture performers' data onto in-game models for real time previsualization, lined up the CG environments with real world props, and assisted with production tasks. Labeled motion capture data using Vicon Blade.

Halon Entertainment

Santa Monica, CA 5/10-6/10
Previs Artist

Halo Reach Commercial; Battleship

Assisted project lead with previsualization of Halo Reach commercial including: animating objects, adding effects, and rendering shots in MotionBuilder; adjusted cameras in Maya and rendered shots for a battle sequence in the film Battleship.

Perspective Studios

Santa Monica, CA 11/09-1/10
Previs Animator

Shipped Title: L.A. Noire

Utilizing MotionBuilder, lined up the CG environments with real world props. Characterized the performers' data onto MotionBuilder actors for real time previsualization. Assisted with motion capture troubleshooting and production tasks.