

# Katelyn White

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## EXPERIENCE

### Series Director | Cocomelon by Moonbug, Inc. | 2022 - 2025

- Oversaw the entire episodic production process of a music based series, from concept development to final delivery.
- Worked closely with creative leads, including writers, music producers, animation directors, art directors, cg supervisor, and producers to ensure a cohesive and unified vision across all projects.
- Reviewed scripts, storyboards, animatics, and final animations to ensure story consistency.
- Ensured that all technical aspects of animation production, including rigging, modeling, lighting, and rendering, met project requirements.
- Implemented and managed quality control processes, including regular reviews and feedback sessions.
- Communicated effectively with internal and external teams, including clients and partners, to ensure that the feedback was properly incorporated.
- Fostered a culture of innovation and creativity within the team, encouraging the exploration of new ideas and techniques.
- Established new production structures and episode formats to improve workflow and elevate quality of content.

### Animation Director | Cocomelon by Moonbug, Inc. | 2021 - 2022

- Led and mentored multiple animation teams, providing guidance and feedback to foster their professional growth.
- Conducted regular team meetings and reviews to ensure alignment with project goals and deadlines.
- Coordinated with producers, project managers, and other departments to streamline production workflows and resolve any issues that arise.
- Reviewed all technical aspects of the animation pipeline, including rigging and modeling, to ensure requirements were met.

### 3D Animator | Cocomelon by Treasure Studios, Inc. | 2017 - 2021

- Efficiently created and produced 3-4 minute episodes worth of animation in a limited timeline.
- Collaborated with creative leads to develop episodic stories set to children's nursery rhymes.
- Oversaw the episodic planning of layout, editing, environment mapping, shot cameras, file structuring, and character & prop design.
- Coordinated with the lighting lead to establish the episode's mood and resolve technical issues as they arose.
- Incorporated Foley/SFX to match the animated movements and reactions.
- Developed and reviewed promotional thumbnails and imagery for upload to online platforms.

### CG Generalist | VectorNav Technologies | 2017 - 2020

- Communicated with the client remotely to create promotional imagery of their products.
- Built 3D models to the exact specifications for the company's product.
- Surfaced and lit the 3D models to match real world standards.
- Created instructional videos for how the product can be used, by animating the models and cameras within simulated world settings.

### Shot Creator | The Third Floor Inc. | 2016

- Camera Layout for Ending Sequence of Marvel's Spiderman: Homecoming
- Character animation and Previsualization FX for all shots, as well as environment layout.

## EDUCATION

Honors Diploma in 3D Animation & Visual Effects | Vancouver Film School | Vancouver, Canada | 2016

Associates of Arts Degree in Digital Arts | Blinn College | Bryan, Texas | 2014

**TECH SKILLS** | Autodesk Maya, Unreal Engine, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Studio Library, Redshift, Deadline, Autodesk Flow Production Tracking, Monday.com, frameIO, Google Suite Software

**SOFT SKILLS** | Directing, Animator, Layout, Modeling, Video/Photo Editing, Lighting, Texturing, Team Management