



katiewynkoop.com
katharine.wynkoop@gmail.com
cell phone :: 978 - 987 - 7288

animation.design.

EXPERIENCE

design animator

August 2016 - Present: Nick Jr

Create media for broadcast television, web, and social media. Handle day-to-day requests for promo materials across multiple platforms, execute character animation and motion graphics for deliverables using both 2D and 3D techniques.

design animator

June 2014 - May 2016: Fisher-Price, Inc.

Motion designer, character animator, and video editor on a diverse array of projects, from entertainment music videos to product visualizations, marketing presentations and social media materials. Work in teams on pipeline-based projects, as well as independently on projects from concept through to delivery, communicating directly with clients to find the most impactful visual solutions. Multitasking, file-managing and organizing are also huge.

motion designer

Ongoing: T-Mark International

Create infographic-style animated videos for agency's clients. I provide storyboarding, asset creation, and animation services, as well as selecting music and appropriate sound effects for the final videos.

graphic designer

Ongoing: Magnifeco.com

Created graphics style guide as part of a rebranding overhaul, developed and coded email newsletter templates and created the site's first holiday gift guide/magazine. Also work on sub-brand EcoSessions and create promotional materials for print and web.

content design intern

Summer 2013: Fisher-Price Inc

Designed concepts and helped brainstorm for a new brand IP, generated animated models in both 2D and 3D software, created layouts and illustrations for digital publications, mapped current trends in design and gaming to help team determine the best styles for new projects.

EDUCATION

Fall 2013 Savannah College of Art and Design
Animation, M.A.
GPA: 3.58

Spring 2012 University of Massachusetts Amherst
Commonwealth Honors College
Studio Art & Animation, B.F.A.
English, B.A.
Summa Cum Laude

Spring 2011 Lorenzo de' Medici Institute, Florence
Summer 2009 Summer Studio Program, La Napoule, France

SKILLS

software proficiency Adobe: Photoshop, AfterEffects, Premiere, Toonboom Harmony, Autodesk Maya, Illustrator, InDesign, Cinema 4D, Mari, Mudbox, Dragonframe, Microsoft Office, Mac, Linux & Windows, Python, HTML

planning & direction concept design, storyboarding, layout, time management and organization

animation traditional animation principles and techniques, 3D character, 2D puppeting, stop motion

writing professional, creative, copywriting, grantwriting

paper engineering knowledge of a number paper pop-up and folding techniques