

Kate Anderson

3D Animator
Bothell, WA

SUMMARY

Versatile 3D animator and digital artist with 6 years of industry experience. Knowledgeable in pipelines for motion capture and key/hand animation. Driven learner and communicative team member with experience in real-time rendering and cinematics.

EXPERIENCE

Formosa Interactive – 2D/3D Artist

June 2023 – July 2024

- Animated character emotes for Minecraft Marketplace
- Created polished 2D/3D splash art and renders for social media, promotional material, and DLCs
- Provided in-game acting for gameplay footage featured in trailers and teasers
- Developed concept art using a variety of tools across multiple programs

NVIDIA – Visual Artist II, Creative Team

August 2020 – June 2023

- Responsible for character, prop, and camera animation on numerous projects for real-time rendering and cinematic productions
- Collaborated on rigging processes and offered user feedback
- Provided set building, lighting, rendering, and anim for ray tracing research
- Developed and iterated upon production pipelines alongside team members
- Modeled, UV unwrapped, and textured assets in various styles

NVIDIA – Art Intern, Real-Time Rendering Team

June 2018 – August 2020

- Animated cameras, props, and lights for Real-Time Rendering demos
- Designed and built rendering challenges using open source asset libraries
- Modeled and textured assets to enhance existing environments
- Modified lights, meshes, textures, and UVs in scenes to meet team requests

EDUCATION

DigiPen Institute of Technology – Bachelor of Fine Arts in Digital Art and Animation

Graduated April 2020

- Graduated Cum Laude
- Received Dean's List all four years
- Awarded Academic Merit Scholarship

Hyrum Osmond Masterclass - 1 and 2

October 2024 - January 2025

- Received animation instruction and 1:1 portfolio feedback

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INDUSTRY TOOLS

Autodesk Maya
animBot
Studio Library
Unreal Engine
AnimSchool Picker
Adobe Photoshop
Adobe Premiere
TV Paint
Clip Studio Paint
Blockbench
NVIDIA Omniverse

SKILLS

Character Animation
Prop Animation
Motion Capture Clean-Up
Shot Design
Rendering
Caching
Pipeline Development
Basic Rigging

WORKS FEATURED AT:

SIGGRAPH
GTC
GDC
COMPUTEX
PAX