

Kaitlyn Kearns

Compositor, Lighter, and 3D Artist.

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EXPERIENCE

Apple INC. via Mindlance — Data Imagery Editor

January 2025 - Present

- Efficiently identify and correct issues by annotating 2D imagery.
- Optimize existing processes to meet clients' goals.
- Skillfully analyze and remedy deficiencies by marking 3D-generated data.
- Communicate effectively in a team environment to increase productivity.
- Use comparative analysis to establish conformity throughout projects.

Floyd County Productions — Compositor

September 2023 - April 2024

- Worked in a fast-paced environment for TV
- Used Fusion to do the compositing and lighting.
- Blended 2D animation over 3D background.
- Used AOVs to break up 3D renders.
- Created bodies of water in Fusion.

SCAD Animation Studios — VFX Supervisor

January 2022 - May 2023

- Created a pipeline from animation to compositing.
- Made documents about how to light, render, and composite.
- Made custom gizmos for the compositors.
- Worked out bugs during the render stage.

SCADpro X Undisclosed Client — Lighter / 3D Artist

September 2022 - November 2022

- Presented an immersive pitch to the client using projection mapping
- Worked on a virtual production LED volume stage with tech and performance staff.

Turn 10 Studios — Summer Associate

June 2022 - August 2022

- Worked at AAA game studio.
- Used real-time lighting system.
- Understood errors in code and fixed them.
- Used Photoshop to create light maps.

EDUCATION

Savannah College of Art and Design, Savannah, GA — BFA

September 2019 - June 2023

SOFTWARE SKILLS

Nuke

Fusion

Autodesk Maya

Adobe Creative Suite

Unreal Engine

ShotGrid

Ftrack.