KATRINA SANDER

ANIMATOR | ILLUSTRATOR | MOTION DESIGNER

CREATIVE EXPERIENCE

CENTER FOR THE STUDY OF POLITICAL GRAPHICS - LOS ANGELES, CA
GRAPHIC DESIGNER | JAN 2021 - DEC 2021
- Use InDesign to create digitized catalogue booklets of past exhibitions
- Communicate with Archivist to ensure each digitized catalogue meets desired specifications

INDEPENDENT CONTRACTOR - MONTEREY & LOS ANGELES, CA
ANIMATOR & ILLUSTRATOR | OCT 2018 - FEB 2019
- Sketched and finalized comics for a non-profit organization effectively telling a story about the importance of plastic waste in the ocean
- Created character, environment and prop assets for a 90sec animation based on pre-established designs
- Used After Effects to rig, composite and animate 2D assets, including lip sync
- Successfully completed my work in a timely manner to the specifications discussed by myself and the client

JOINT VENTURE DAC GALLERY - LOS ANGELES, CA
ANIMATOR | AUG 2016 - DEC 2016
- Partnered with an ECF (Exceptional Children's Foundation) Art Centers adult artist with developmental disabilities in creating a collaborative piece for the DAC Gallery
- Created short successful 2D animations on paper and digitally using Animate alongside ECF artist
- Participated in gallery installation of all pieces

ANIMATION PROJECTS

NARRATED ANIMATIC - LOS ANGELES, CA
STORY ARTIST, EDITOR, CHARACTER DESIGNER | AUG 2017 - MAY 2018
- Organized tasks in order to manage project deadlines
- Curated a mood and concept board using Pinterest to research and compile visual ideas resulting in a singular unified conceptual vision
- Created character designs from early concept to finalized designs using Procreate
- Developed narrative and drew rough boards in Storyboarder and Photoshop
- Effectively conceptualized and produced a short narrated animatic, timed animatic in Storyboarder and narrated in iMovie

3D CHARACTER ANIMATION - LOS ANGELES, CA
ANIMATOR | AUG 2017 - MAY 2018
- Successfully utilized Maya to complete various 3D animation tests including character acting, dialogue and facial animations
- Completed horse, bird and creature animations using Maya
- Animations were critiqued by a professional animator and edits were made based on feedback in order to improve quality of animations

CHARACTER DESIGNS - LOS ANGELES, CA
CHARACTER DESIGNER | JAN 2017 - MAY 2017
- Sketched thumbnails and used Photoshop and Procreate to create clear and effective stylized drawings
- Created a lineup of characters based on a verbal pitch and character designs based on an existing franchise
- During the creative process work was critiqued and edits were implemented based on feedback from colleagues and a professional industry artist

CONTACT

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EDUCATION

SCHOOL OF MOTION
PRINCIPLES OF DESIGN FOR MOTION | 2021

PRINCIPLES OF ANIMATION | 2022

OTIS COLLEGE OF ART AND DESIGN
LOS ANGELES, CA
BACHELORS OF FINE ARTS | 2018 DIGITAL MEDIA ANIMATION

SKILLS

- After Effects
- Photoshop
- Illustrator
- InDesign
- Animate
- Maya
- Microsoft Suite
- iWork Suite

- 2D Animation
- Puppet Animation
- 3D Animation
- Visual Design

- Teamwork
- Problem solving
- Communication
- Creative Thinking
- Diligence
- Adaptable
- Hard Working