Karyn Rollins

Animator ■ Motion Graphics Designer ■ Digital Artist ■ Content Creator
karynrollins@gmail.com ■ http://www.karynrollins.com

Technical Skills:
- Illustration, Graphic Design, Animation, Storyboarding and Layout, Multimedia Design
- 3D Modeling, Texturing, Lighting, Rendering, Simulation, Compositing, Previsualization, Visual Effects
- Color Correction, Video Editing, Video Compression and Formatting, Large-Format Video Design for Non-Standard Screen Resolutions, Standard Screen Design, Broadcast Design
- Image licensing, Audio Licensing, Video Licensing
- Environmental Motion Graphics Design, Projection Mapping
- Audio Editing and Mixing, Spatial Audio Editing, Immersive Media Design
- Data Curation, Labeling, Fine-Tuning and Training of Generative AI and other Media Synthesis Models (Image, Audio, Text)

Application Software Proficiency:
- **3D –** Cinema4D, Octane Render Engine, World Creator, X-Particles, TurbulenceFD, EmberGenFX, Sculptron, Cascaduer
- **Adobe –** After Effects, Photoshop, Premiere, Illustrator, Firefly, XD, Animate, Media Encoder, Acrobat, Audition
- **Digital Content –** FL Studio, Toonboom Harmony, Unreal Engine 5
- **Machine Learning -** Stable Diffusion, ComfyUI, LLaMA-based Language Models, Voice Cloning

EXPERIENCE:

Senior Multimedia Specialist
Relativity ODA LLC
March 2022 – July 2024

Senior Motion Graphics Designer
GUIDEWELL CONNECT STUDIOS
November 2016 – February 2022

Motion Graphics Artist
OPTYM
April 2016 – October 2016

Motion Graphics Designer
GENSLER
February 2015 – February 2016

Contract Animator and Storyboard Artist
TURNER STUDIOS
November 2013 – January 2015

2D Animator
BENTO BOX ENTERTAINMENT
July 2012 – July 2013

EDUCATION:
Savannah College of Art and Design
BFA Animation
2009-2012, 2022
Savannah, Georgia