

KARYN ROLLINS

Technical Creative | AI-Integrated Motion, 3D & Visual Systems

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PROFESSIONAL SUMMARY

Multidisciplinary Technical Creative with 10+ years of experience designing and producing motion, 3D, and visual content across broadcast, digital, and experiential media. Specializes in integrating generative AI, real-time workflows, and scalable production systems into creative pipelines. Proven ability to bridge creative direction and technical execution across cross-functional teams, delivering high-impact visual content for enterprise, media, and brand environments.

CORE CAPABILITIES

- Motion Design & Visual Systems
 - 3D Production Pipelines (Modeling → Rendering → Compositing)
 - Generative AI Workflows (Image, Audio, Text Models)
 - Creative Direction & Storyboarding
 - Cross-Platform Content Production (Broadcast, Web, Experiential)
 - Pipeline Optimization & Workflow Design
 - Visual Effects & Previsualization
 - Audio & Immersive Media Design
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AI & GENERATIVE SYSTEMS EXPERIENCE

- Designed and implemented **AI-assisted creative workflows** using Stable Diffusion and ComfyUI for rapid visual ideation and asset generation
- Curated datasets and fine-tuned generative models to improve stylistic consistency and production usability
- Integrated AI tools into motion and 3D pipelines to **accelerate iteration cycles and reduce manual production overhead**
- Experimented with LLaMA-based language models and voice synthesis for multimodal content development

TECHNICAL TOOLSET

3D & Simulation: Cinema4D, Octane, X-Particles, TurbulenceFD, EmberGen, World Creator, Cascaduer

Adobe Suite: After Effects, Premiere, Photoshop, Illustrator, Audition, XD, Media Encoder

Animation & Audio: Toon Boom Harmony, FL Studio

AI/ML: Stable Diffusion, ComfyUI, LLM frameworks, voice cloning systems

PROFESSIONAL EXPERIENCE

On-Set VFX Supervisor

Skystorm, Inc. (Adobe x NFL Collaboration) — Oct 2025

- Directed on-set VFX capture strategy, defining technical requirements for post-production integration
 - Established tracking marker systems and lighting conditions to ensure seamless compositing workflows
 - Collaborated with production teams to align live-action capture with downstream VFX pipelines
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Motion Graphics Designer (Contract)

Kennetic Productions, Inc. — Jul 2025 – Oct 2025

- Produced motion graphics content for commercial campaigns across web and social platforms
 - Executed full production pipeline including design, animation, editing, and delivery
 - Delivered branded content aligned with client marketing objectives across multiple formats
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Senior Multimedia Specialist

Relativity ODA LLC — Mar 2022 – Jul 2024

- Led development of a **3D production playbook**, standardizing workflows for scalable content creation across teams
- Designed and produced multimedia assets supporting product launches, campaigns, and experiential media

- Collaborated cross-functionally to evolve brand systems across digital, print, and environmental channels
 - Introduced emerging tools and workflows, including early-stage AI-assisted production techniques
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Senior Motion Graphics Designer

GuideWell Connect Studios — Nov 2016 – Feb 2022

- Conceptualized, storyboarded, and produced motion graphics for broadcast, web, and social campaigns
 - Collaborated with creative directors, producers, and copywriters to deliver narrative-driven visual content
 - Produced content across industries including healthcare, retail, hospitality, and technology
 - Managed multiple concurrent projects within production timelines and creative constraints
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Motion Graphics Artist

OPTYM — Apr 2016 – Oct 2016

- Developed animated content for B2B marketing, corporate events, and explainer videos
 - Partnered with stakeholders to translate complex concepts into clear visual narratives
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Motion Graphics Designer

Gensler — Feb 2015 – Feb 2016

- Designed and produced motion graphics for architectural presentations, retail displays, and branded environments
 - Collaborated with multidisciplinary teams to create visual content for physical and digital installations
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Animator & Storyboard Artist (Contract)

Turner Studios — Nov 2013 – Jan 2015

- Created storyboards and animation assets for broadcast content across multiple regions
 - Worked within production pipelines to deliver episodic animation under tight deadlines
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2D Animator

Bento Box Entertainment — Jul 2012 – Jul 2013

- Produced animation for television series distributed across streaming and broadcast platforms
 - Collaborated within studio production pipelines to deliver episodic content
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EDUCATION

BFA, Animation

Savannah College of Art and Design
