

# K.M | Kelly McElwain

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## Profile

A highly creative, motivated, and versatile artist. Emphasis on lighting and composition supported by a background in Fine Arts. Organized with the ability to manage multiple projects while meeting deadlines. Most importantly, a strong work ethic and commitment to team goals.

## Education

- Ontario College Diploma in Digital Animation, Centennial College, 2012
- Bachelor of Fine Arts, Image Arts Photographic Studies, Ryerson University, 2010

## Experience

### 2D Harmony Compositor [Atomic Cartoons, Vancouver BC, 2020]

- Responsible for the lighting and compositing of multiple 2D and 3D render layers through Harmony and After Effects on the 2D animated Netflix series -**The Last Kids on Earth**
- Integrated all needed elements while maintaining style consistency and meeting production timelines

### 2D Harmony Compositor / FX Artist [Yeti Farm Creative, Kelowna BC, 2018-2020]

- Responsible for the lighting/compositing, FX design and implementation within assigned scenes on the 2D TV series - **Hotel Transylvania: The Series, Pete the Cat and DN.Ace**
- Assisted retakes teams with any client notes, technical fixes, render issues, department related questions and additional animation notes
- Completed quota based on production timelines while maintaining style consistency

### 3D Artist [Surfacing, Lighting] [Awesometown Entertainment, Toronto, ON, 2013-Present]

- Concept artist & designer of environments, props & graphic content for the animated feature length films: **Elliot the Littlest Reindeer** and **Tabaluga 3D**
- Tasked with UV layout and the creation of high quality texture maps, patterns and shading networks for characters, props and sets for production use
- Responsible for lighting parent/child shots using Renderman 21 based on color keys, organizing their render layers for final production export and compositing the full range shot in Nuke

## Qualifications

- Harmony Toon Boom: Lighting/Compositing, FX Design/ Builds, Animation
- Nuke: Compositing, Camera Tracking, Keying, Rotoscoping
- Maya: Surfacing, Lighting, Rendering (MR, Arnold, Renderman), Finaling, Camera Projections
- Other: Mari, UVLayout, Shotgun, Simple Scripting- MEL, Python, Web Design- HTML, CSS,
- Adobe: After Effects, Photoshop, In Design, Illustrator, Flash, Lightroom
- Background in: Photography, Graphic/Web Design, Motion Graphics, Print Layout, Illustration
- 5+ years of background in Visual Studies, Art History, Design, Studio Experience