



# KAT CARRAS

## LEAD CINEMATIC ARTIST



North Hollywood



kmcarras@yahoo.com



www.kmcarras.com



linkedin.com/in/kmcarras



kmcarras

OCTOBER 2022 - PRESENT

### CINEMATIC DESIGNER - *BROADSWORD/BIOWARE*

- Craft storytelling for in-game cinematics through camera, staging, and animation.
- Innovate to achieve creative goals within software's capacity. Set a new quality bar.
- Shipped two AAA titles.

JULY 2020 - OCTOBER 2022

### CINEMATIC DESIGNER + STORY ARTIST - *THE ODDGENTLEMEN*

- While prioritizing Games Accessibility, redefined 1) the cinematic style and 2) the in-engine cinematic process as the sole Cinematic Designer and sole Story Artist on the team.
- In Unity, created camerawork, staging, and polished character performance.

MAY 2018 - MARCH 2020

### CINEMATIC DIRECTOR - *FOGBANK ENTERTAINMENT*

- Directed a team on three seasons of episodic narrative games as the creative vision for the breadwinning series of the studio.
- Created and pitched storyboards and layouts to CEO.
- Worked with engineers to improve toolsets and coached technical artists to define pipeline.
- Provided rounds of feedback to multiple teams, including Animation, Art, and Cinematics.
- Balanced leadership duties while also creating content in Unity.
- Elevated what was considered achievable with innovative approach.

MAY 2017 - MAY 2018

### CINEMATIC LEAD - *TELLTALE*

- Worked side-by-side with Director to lead Cinematic Team on three episodes, guiding on cinematography and character performance, as well as supporting with technical difficulties and tracking down bugs and production issues.
- Collaborated daily with other departments (Production, Animation, Audio, Environment, Tools).
- Directed and tutored outsourcing team in Vietnam, relocating for four months.

MARCH 2015 - MAY 2017

### CINEMATIC ARTIST - *TELLTALE*

- In proprietary software, crafted camerawork, staging, pacing, and character performance.
- Quickly revised work for regular rounds of director feedback.
- Acting style caught an eye and was chosen to redefine *Minecraft: Story Mode* mid-season. Cited as one of the strongest "actors" at the studio; gave several demos and coached Cinematic Team.
- Shipped 27 titles from *Walking Dead*, *Borderlands*, *Game of Thrones*, *Minecraft*, *Batman*, and more.

SUMMER 2012

### DIRECTOR - *MACGILLIVRAY FREEMAN FILMS*

- Directed a team on the short animated film *The Ocean That We Want to Know*.

NOVEMBER 2019 - PRESENT

### STORY ARTIST + VOICE ACTOR - *REDDIE STORYBOARD*

- Ongoing passion project: an episodic animatic series inspired by Stephen King's *IT*.
- Write scripts, thumbnail, storyboard, create animatics, voice majority of the characters.

## SOFTWARE

Unity, Maya, Storyboard Pro, Photoshop, Premiere, After Effects. Adaptable to proprietary software.

## SKILLS

Cinematic Leadership, Cinematic Design, Directing, Layout, Storyboarding, Animatic Editing, Pitching, Animation, Voice Acting

## EDUCATION

BFA in Animation, Magna Cum Laude, Laguna College of Art & Design 2013

Storyboarding for TV Animation, 2021, Concept Design Academy.

Eric Goldberg Master Class, 2012: Created short film under Goldberg.

## QUESTIONS?

References and info available upon request.

