



KAT CARRAS

LEAD CINEMATIC ARTIST



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 five 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.

