

# Katharine Wollam

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## EXPERIENCE

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### AMERICAN SYSTEMS (Orlando, FL)

December 2009 to present

#### Lead QA Artist, FORCE (Option Year 2) Project

- Managed a team of three artists, as well as created art assets for the courseware
- Performed graphics quality assurance on every created art asset for the courseware, often giving advice on fixes and using a critical eye to ensure that standards of quality were upheld in everything delivered
- Created template files and style guides for the project

#### Lead Artist, United States Coast Guard SINS Project

- Managed a team of ten artists on an interactive courseware development team
- Established style guides and template files and oversaw project art assets to ensure visual cohesion on the project

#### Sr. Graphic Artist, United States Air Force BEAR, FORCE, and JSF Projects

- Created courseware assets, including 3D models, 2D component animations, and interactive and static Flash screens
- Worked closely with instructional designers, programmers, and fellow artists, to ensure quality of individual assets and functionality of the final products
- Participated in data procurement trips to gather photo and video assets

### Florida Interactive Entertainment Academy (Orlando, FL)

August 2008 to December 2009

#### Lead Animator, Drifters

- Managed two other animators and worked closely with the rest of the game development team to ensure high in-game animation quality
- Led motion capture shoots and edited motion capture data
- Wrangled and cajoled animations through the Gamebryo pipeline

#### Artist/Animator, Rapid Prototyping

- Rigged, animated, designed and modeled a variety of assets for rapid prototype game creation (five production cycles of two weeks each)

### Institute for Simulation and Training (Orlando, FL)

Summer 2007

#### 3D Artist, Lunar Quest

- Rigged and animated characters and modeled environmental and character clothing assets for a multiplayer online game designed to teach physics to high-school level students

## EDUCATION

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M.S. in Interactive Entertainment, University of Central Florida (FIEA)

December 2009

B.A. in Digital Media: Visual Language, University of Central Florida

May 2008

## SKILLS

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**Software:** Maya, 3ds Max, MotionBuilder, Premiere, Final Cut, Flash, Photoshop, Illustrator, After Effects, Shake

**Pipelines:** Gamebryo, Torque, Unreal, XNA

**Tools:** Perforce, Unison, Lectora

**Operating Systems:** Windows, Mac OS, UNIX

## INTERESTS

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- Freelance videographer for dance performances (recording, editing, DVD authoring)
- Co-chair of the Camellia Society of Central Florida's annual Camellia Show
- Volunteer at the Audubon Center for Birds of Prey
- Former Vice Chair of ACM UCF SIGGRAPH chapter
- Ballet, rowing, yoga, swing dancing