KYRA ANASTASIA KABLER

Matte Painter

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WORK HISTORY

- JR DIGIMATTE ARTIST
  Lucasfilm Animation | December 2020-
  - Matte painting and shot sweetening to suite the established style and language of animated Star Wars
  - 2d and 3d projections and FX in Nuke
  - Procedural terrain generation, sculpting, texturing, and lighting in 3d

- TEXTURE ARTIST
  The Driver by Chris Hung | November 2020-February 2021
  - Textured hard surface objects for Kickstarter comic

- BACKGROUND ARTIST
  Ingenuity Studios | September 2020-December 2020
  - Created all backgrounds for 3 UPA style Dolly Parton animated music videos

- BACKGROUND ARTIST
  Octopie Studios | February 2020- October 2020
  - Background design for TZGZ's Wildlife and other unannounced projects
  - Concept art, color scripts, props, characters, storyboard revision

- ART COORDINATOR - MAGIC THE GATHERING: ANIMATED SERIES
  Octopie Studios | August 2019 - January 2020
  - Organize and track art assets
  - Take and give notes on design, models, textures, lighting, FX, rigging, compositing, and animation
  - Research references to brief concept artists
  - Communicate with art director, vendors, artists, team members, and studios to ensure the project is running smoothly
  - Create lookbooks and other graphics, including character renders

- CG INTERN
  ZERO VFX | May 2018 - September 2018
  - Worked on an independent 3d project throughout the internship
  - Learned about feature compositing in Nuke

- SIGGRAPH STUDENT VOLUNTEER
  Summer 2018 and 2019

EDUCATION

HAMPSHIRE COLLEGE
BA HONORS THESIS :
"COLOR AND LIGHT
IN CG ANIMATION"
GRADUATION - MAY 2019
GPA - 4.0

PROGRAMS

- Maya
- Arnold
- V-Ray
- Nuke
- After Effects
- Davinci Resolve
- Substance Painter
- Photoshop
- Procreate
- Mudbox
- Instant Terra
- Dragonframe
- Flash
- Storyboard Pro
- Shotgun
- Linux
- Python

SKILLS

- Empathetic team member and leader
- Plein Air & 3d Generalist Background
- CG lighting and compositing
- 2d and 3d matte painting/ projection
- Background art
- Low and high poly modeling
- Texturing in Substance
- Animation (3D, 2D, stop motion)
- Concepts and color keys