

# KIA WOODS-WALL



Illustrator | Animator

## EXPERIENCE

### Junior Animator

July 2021 - Present

DVNC Tech | Monochrome RPG - Remote

- Create and decide keys, breakdowns, and timing for overworld character animations by expected deadlines for indie game, Monochrome RPG.
- Communicate with team members farther along the pipeline to ensure time charts are read correctly.
- Work on in-between and cleanup animations when needed.

### Assistant Animator

March 2021 - July 2021

DVNC Tech | Monochrome RPG - Remote

- Coordinated with team members to complete character animations for the indie game, Monochrome RPG.
- Worked on tweens and cleanup for character battle animations using Clip Studio Paint and Animate.
- Created concepts for and animated 2D digital effects.

### 3D Modeler

February 2020 - June 2020

Jump Trading LLC - Peoria, IL

- With minimum training, supported the project lead in completing a Ventilator training application that was at risk of running behind schedule.
- Used Cinema4D to model ventilator parts and create animations of the unit's assembly.
- The 3D models were successfully integrated into Unity project; the app was shipped and is available in the Android and iOS app stores.

### Animator / Director

August 2019 - May 2020

Bradley University, Senior Capstone - Peoria, IL

- Used Photoshop developed original character concept art and storyboards.
- Using Cinema4D, demonstrated proficiency in modeling, sculpting, rigging, and animating 3D character models and environments.

## CONTACT

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📷 [k\\_woodswall](https://www.instagram.com/k_woodswall)

## SKILLS

- Adobe Creative Cloud
- Clip Studio Paint
- Cinema4D
- Procreate
- Microsoft Office
- 2D Digital Animation
- 2D Traditional Animation
- 3D Animation
- 3D Modeling
- 3D Rigging
- Illustration
- Concept Art
- Storyboarding
- Design
- Sound Design

## EDUCATION

**B.S.**  
**Animation & Visual Effects**  
Bradley University - Peoria, IL  
3.9 GPA  
August 2016 - May 2020