

Katherine Carson Murphy

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Genesys Labs, Daly City, CA
Senior Training Project Manager

August 2015 - present

Projects

- Manage a global Associates Recruiting Program, working with Recruiting to gather top talent, and then orchestrating 6 months of intensive training for multiple internal departments
- Create large scale Training using Adobe Creative Cloud products and Articulate Storyline for internal global business partners for integration with Litmos LMS
- Improve the HR onboarding process and collateral (printed material, presentations, training)

Ex'pression College, Emeryville, CA

January 2001 - May 2015

Department Manager : Interdisciplinary Media Studies (Dec 2014 - Present)

Department Manager : Fine Arts (Aug 2006 - Present)

Associate Department Manager : Animation and Visual Effects (Feb 2002 - Present)

Experience

- Mentor large creative teams to complete multiple projects on time and budget
- Partner closely with multiple department heads to ensure alignment with program output
- Teach breadth of multimedia options for creative output : 3D modeling, texturing, lighting, compositing, digital painting, animation using Adobe Creative Suite, Maya, Cinema 4D, 3DStudio, Houdini, and many others.
- Exercise strong communication skills to inspire and guide Faculty : establishing collaborative practices and open communication, delegating, maximizing efficiencies to achieve successful results - little turnover and high Faculty satisfaction
- Skillfully negotiate with internal and external groups to solve problems and broker agreements; earn trust, apply critical thinking to problem resolution, communicate needs, provide options, and make recommendations

Asset Management

- Organize digital pipeline for multiple projects including stills, movie files, 3D assets, plugins, compositing dependencies, etc.
- Facility with troubleshooting digital file issues
- Broad experience with applications and tools for digital efficiency

Organizational Skills

- Communicate and systematize procedures to worldwide Business Partners
- Purchase and then train team in the use of new agile tools for managing time, projects, and procedures
- Partner with Dean and Program Director to manage 3 Bachelors Degree timelines
- Schedule and facilitate milestone reviews, team check-ins, and other relevant meetings: set agendas, shift priorities / create alternative strategies, assign and track roles for production cycle
- Created systems to create, distribute, and adjust monthly schedules for classrooms, Faculty, and students.
- Schedule all relevant reviews, post-mortems, classes, Faculty, classrooms, contractor visits, presentations, and Faculty and Admissions training events with both short and long-term deadlines

Producer : NASA Miranda Project (external project)

NASA Ames Research Center, Mountain View, California

February 2004 - April 2005

Created and executed a Trailer for an interactive educational video game utilizing NASA databases for scientific research. Responsible for production schedule, asset management, and lighting.

Producer : VES George Lucas Tribute (external project)

Visual Effects Society, Bay Area, California

November 2003 - February 2004

Created spoof piece on George Lucas for his Lifetime Achievement Award aired during the 2004 Visual Effects Society Awards Ceremony. Responsible for production schedule and asset management.

Senior 3D Technical Artist

Lucas Learning, Ltd., San Rafael, California

May 1999 - February 2001

Created schedules, taught processes, and defined roles amongst art team. Using level designs : modeled, painted and applied texture maps, lit, added prop animation, and optimized geometry for Super Bombad Racing (PS2) using 3DS Max. Created simulated physics and 2D background tiles for Anakin's Speedway (CDROM) using Photoshop and DeBabelizer.

3D Environment Artist

Blue Shift, Inc., Palo Alto, California

April 1997 - May 1999

Created and textured 3 level-of-detail models for 12 characters in Running Wild (PlayStation). Designed levels, modeled, mapped, lit, and optimized environments for Vapor TRX and Road Burners (Arcade) using MultiGen, Alias, Photoshop.

Contractor : 3D Modeling and Animation

Media Publishing, GmbH, Stuttgart, Germany

October 1996 - March 1997

Designed, modeled, textured, lit, and animated environments for pilot children's television show using Alias|Wavefront and TicTacToon. Matched 3D shots in After Effects to fit 2D animated characters.

EDUCATION

BA in Communications : Broadcasting and Film

The University of Iowa, Iowa City, Iowa (GPA 4.0)

1989 - 1993

Masters Classes : Instructional Design

The University of Iowa, Iowa City, Iowa

1991 - 1993

RECOMMENDATIONS and RELATED WORK

[LinkedIn Profile \(www.linkedin.com/in/kcmurphy \)](http://www.linkedin.com/in/kcmurphy)

[Personal Website \(www.kcdot.com \)](http://www.kcdot.com)