

Kammy McKenna



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Objective

Originally a farm girl from southern Illinois, I up and deserted my beloved corn and cows to live my dream of making the cartoons that entertained me as a child. At the age of 7, I told my mother I wanted to be an animator, and she has helped me make that wish a reality. I began by pausing my old VHS tapes of animated scenes and scribbling the characters as best I could on a sketchbook. I ruined many VHS tapes by pausing too long and they began to permanently skip and lose sound.

After much formal art education, and some animal anatomy lessons during my MS degree, I have become a much more precise and creative artist. I am very tied to my roots still, and enjoy nothing more than drawing animals and their personalities.

My wish, as an animator, is to one day see a character I designed or worked on adorn a child's backpack as they scurry off to school.

Experience

TeachTown, Inc., Lead Production Artist

2009-2012

Hired from Big Bad Tomato to join this sister company, I was responsible for the majority of the concept and production art of characters and props, as well as all storyboards and animatics for educational cartoon shorts.

Big Bag Tomato

2009-2010

Beginning as an intern and working into full time, I worked on the art and animatics for several popular websites including Seussville, Elmo's World, Wild Grinders, Twilight Turtle, and Shrek.

Education

California Institute of the Arts

2004-2006, 2009

Studied Character Animation, awarded Walter Lantz grant. Returned to finish in 2009 but was hired out of the program.

Murray State University

2006-2008

Earned Masters of Science Degree in Animal Science and was awarded Outstanding Graduate Student with a 4.0 GPA.

University of Illinois

2000-2004

Earned an Honors Bachelors of Fine Art degree, specializing in Painting and Illustration. Awarded a full tuition grant by earning the Talented Student Award.

Skills

I have been blessed with a natural drawing ability, but with help of the computer I have learned Photoshop, Illustrator, Flash, After Effects, and Final Cut Pro. I have been working on a Cintiq for several years now.

I have experience with character designing, storyboarding, animatics, prop designing, Flash and 2D animation.