

Kelsey Brown

Multimedia Project Manager
& Freelance Motion Designer

Contact

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Education

Savannah College of Art and Design

MA, Motion Media Design
GPA: 4.0
2018–2019

California Institute of the Arts on Coursera

Certificate, Graphic Design
2017–2018

University of Colorado Denver

BFA, Digital Animation
BA, History
summa cum laude, GPA: 3.959
2008–2012

Software

After Effects	Microsoft Office
Maya	Google Tools
Photoshop	Dropbox
Illustrator	Slack
MadMapper	Audacity

Skills

Motion Graphics	Proj. Management
Animation	Projection Mapping
Typography	Look Development
Graphic Design	Storyboarding
3D Generalist	Editing
Layout/Previs	Moderate Spanish

Experience

NATECH (employer)

Smithsonian Institution, National Air and Space Museum (client)

Multimedia Project Manager

8/2021–present

- Facilitate communication and collaboration between exhibit design team, content experts, media team, museum leadership, and accessibility experts
- Coordinate timelines and review/feedback/approval processes for 15+ concurrent multimedia projects ranging from video screens and interactive experiences to large-scale projected media
- Create rough mock-ups/visualizations and compile imagery to clarify concepts, present material, and assist in troubleshooting

batwin + robin productions

Motion Graphics Artist

2/2020– 5/2021

- Collaborated with production team on a variety of projects, including a 4-part video series, virtual stakeholder's reception, PSA, and nationally-broadcast virtual town hall
- Animated title sequences, maps, graphic elements, lower thirds, cutaway sequences; edited b-roll footage and timed captioning

Roto

Motion/Projection Designer, Animator

2/2020–8/2020

- Designed, conducted visual research, storyboarded, created vector assets, and animated 4 videos as well as attract mode visuals and video transitions. This media was designed for projection and incorporation into a physical exhibit

American Prohibition Museum

Motion and Interactive Media Designer

9/2019–2/2020

- Collaborated with museum director and assistant director to identify exhibit needs and implement an interactive timeline installation
- Designed animations, layout, and user interactivity of a timeline clarifying the progression of the prohibition movement through 37 events from 1735 to 1920

Colorado Sierra Club

Filmmaker and Media Production Intern

5/2018–8/2018

- Developed and created 5 videos for Beyond Coal clean air campaign
- Took ownership of "Voice for Clean Air" video series; filmed interviews, edited audio and film, and created motion graphics to clearly tell meaningful stories and enact change in my community

iDAvatars (formerly CodeBaby)

Digital Arts and Media/3D Artist

7/2013–3/2017

- Collaborated with both art and engineering teams to develop innovative and engaging interactions between digital avatar characters and consumers
- Researched and developed look/style for 20+ CG avatar characters
- Comfortable meeting deadlines, quality standards, and scope restrictions for animation projects ranging from 10 to over 300 scenes

Awards/Involvement

Museum Computer Network

Member, Special Interest Groups, Mentorship Program

11/2019-present

Media Production and Branding, Educational and Interpretive Media, Human-Centered Design

Semifinalist, Imaginations Design Competition

Walt Disney Imagineering

11/2019

Team of 4 collaborated to design a hypothetical cultural installation

National History Day

Volunteer Documentary Judge

5/2009–present

State and Regional Competitions