Kasey M. White
Animatronic Animator

Technical & Personal Skills:

- Proficient with digital art and animation software including: Maya, Toon Boom Harmony, Adobe Photoshop, Adobe After Effect, and Final Cut Pro
- Demonstrated leadership & experience working effectively in both large and small project teams
- Demonstrated ability to work quickly and efficiently
- Demonstrated ability to meet project deadlines
- Highly motivated to continue to learn and develop, does what is necessary to overcome obstacles

Education:

2017 Bachelor of Arts, Digital Animation with a Concentration in 3D Animation

Cogswell Polytechnical College, San Jose, California

Animation Collaborative Master classes by Michal Makarewicz 2016 and 2017

Animation Collaborative Intermediate animation workshop 2018

Animation Collaborative Introduction to Acting for Animators beginning January 2019

Work Experience:

October 2017-to Present Animatronics Animator at Creativity Inc:

Animating Animatronics' for various toy companies. Responsibilities include: using proprietary software, being able to adapt to programing various prototypes, working closely with Engineers to create life like and interactive animatronic responses. Lead animatronic animator on 3 interactive toys, and assisted in four additional interactive toys. The specific toy names and models cannot be provided due to a non-disclosure agreement, however the following is a general description of the types of toys;

Lead Animatronic Animator

- Interactive doll with over 80 lifelike movements and expressions
- Interactive baby animal doll with over 120 movements including feeding, burping, tickle responses and snuggling
- Interactive flying toy with various functions and responses

Assistant Animatronic Animator

- Interactive animal pet toy. Assisted in programing all based functions, which are applied to various animal models. Based functions include over 100 motion combinations
- A comic book based doll with lip sync and head motion
- Interactive AI robot toy game cards and expresses a full range of emotions

Voice Capture Engineer

- Conducted approximately 300 voice capture sessions of all demographic age groups for interactive software data banks

Voice talent

- Provided voice talent for a prototype interactive children's adventure game
- Auditioned for a My Little Pony character

References

Furnished upon Request

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