

CAITLIN KILLOUGH

2-D ARTIST



Contact:

518.429.4050

28 Meshaka Street
West Roxbury, MA. 02132
ykillough@gmail.com

Graphic Design Portfolio:



Concept Art Portfolio:



Skills:

Photoshop
Illustrator
Animate
Flash
Indesign
Corel Draw
Corel Paint
Powerpoint
Keynote
Word
Excel
iOS
Windows

EDUCATION

BFA 2013 | Ringling College of Art and Design

- ▶ Illustration Major
- ▶ Visual Development Minor

WORK EXPERIENCE

Security Innovation: Presentation Designer 01.19 - Present

- ▶ Creating new graphics from storyboard conception to their completion. [Animate, Illustrator]
- ▶ Structuring layout of graphics throughout courses. [Google Docs]
- ▶ Organizing and editing new and pre-existing files for speedy access. [Dropbox]

Multimedia Focus: Presentation Designer 08.18 - 09.18

- ▶ Designing, organizing, editing, and navigating powerpoint presentations based on client guidelines and content wishes. This includes template creations, video, animation, and deck organization.
- ▶ Creating informational fliers for hand outs, demonstrations, and special events. [Photoshop, Illustrator, Keynote, Powerpoint]

Stinky Dog LLC: Animator 09.17 - 01.18

- ▶ Single handedly and simultaneously drew storyboards, animatics, backgrounds, animation, colors, video editing, and audio editing for all Stinky Dog LLC Animations. [Animate, iMove]
- ▶ Telecommuned daily regarding the production process of the animation and atmosphere of the brand. [Skype, Google Hangouts]
- ▶ Produced a Pitch Bible for company's pilot using Adobe Creative Cloud Suite. [Photoshop, Illustrator, InDesign]

Lockheed Martin: Multimedia Engineer 10.14 - 10.16

- ▶ Designed, prepared, and exported multimedia assets for print and web. Assets include but not limited to flash animations, diagrams, schematics, charts, storyboarding and page layouts. [Photoshop, Illustrator, Flash, Dreamweaver]
- ▶ Contributed to the company's most successful media improvement project and helped renew company contract. [In House Databank]
- ▶ Was elected to work on both Classified and Non-Classified contracts due to professionalism, organization and work ethic.

Disney Interactive: Concept Art Intern 01.14 - 09.14

- ▶ Concurrently created and co-created a series of specified weapons, props, icons, backgrounds and costumes for "Marvel's Avenger's Alliance" online game. [Photoshop, Illustrator, Flash, Git Hub]
- ▶ Charged with creating and editing character animatics and animations.
- ▶ Six month contract extended three more months due to work ethic, skill, and speed. [Slack, Google Hangouts]