

Kristin Palach

kristinpalach@gmail.com

SKILLS:

ART SKILLS AND EXPERIENCE – 3D animation, Concept Art, Illustration, Storyboarding, FX art.

SOFTWARE – Maya, MotionBuilder, 3ds Max, Unity, Photoshop, Illustrator, FaceFX, InDesign.

WORK EXPERIENCE:

LEAD ANIMATOR AND ARTIST – Harmonix Music Systems- Boston, MA – August 2010 – present

- **ARTIST – Beat Sports Ballistic (Nintendo Switch)**
 - Did promotional key art illustration, splash animation, and illustrations for loading screens.
- **ANIMATION LEAD – Singspace (Android/GearVR)**
 - Responsible for keyframe animated characters for social VR karaoke game.
- **NARRATIVE AND LIPSYNC ANIMATION LEAD – Rock Band VR (PC/Oculus)**
 - Responsible for direction, mocap shoots and animation implementation of narrative scenes.
 - Lead small team of animators working on narrative and lipsync animation.
 - Worked with tech art to improve rig for characters.
 - Revamped lipsync animation system.
- **ANIMATION LEAD AND CONCEPT ARTIST – Beat Sports (Apple TV)**
 - Created keyframe animation for main character (Lil Slugger) as well as a cast of crazy aliens under a very tight production schedule.
 - Oversaw production of all other animations and animators on the team.
 - Responsible for storyboard, animatic and direction of cinematic used for Apple keynote presentation (as well as in game).
 - Designed characters and was responsible for the look development of the title.
 - Illustrated various UI and loading screens.
- **ANIMATION LEAD AND FX ARTIST – Beatniks (iOS and Android)**
 - Keyframe animation and storyboarding for mobile pet care game.
 - Created game's visual FX.
 - Illustrated in-game food, clothing and furniture items.
- **ANIMATION LEAD – Dance Central Spotlight (Xbox One)**
 - Wrangled huge library of legacy animation clips and fixed broken mocap.
 - Shot and implemented new mocap as needed.
 - Worked to help build modular dance routine system to help make sure characters moved in a natural and physically possible way.
 - Created facial expression sets for 6 characters and helped design system for auto authoring them.
 - Animated cameras.
- **ANIMATOR/STORYBOARD/CONCEPT ARTIST – Fantasia: Music Evolved (Xbox One/Xbox 360)**
 - Keyframe animation for a variety of creatures and objects including cats, birds, coyotes, robots, living origami, mushrooms, fairies, flowers, elephants, fish, chicken drum stick, bacon and steak...
 - Worked on ideation and storyboards for characters and levels.
- **ANIMATOR – Dance Central 3, Dance Central 2 and Dance Central (Xbox 360)**
 - Shot, cleaned and implemented mocap data for dance routines and cut scenes.
 - Animated lipsync for cutscenes.
 - Concepted outfit designs.

SHIPPED TITLES: Beat Sports Ballistic, SingSpace, Rock Band VR, Beat Sports, Beatniks, Dance Central Spotlight, Fantasia: Music Evolved, Dance Central 3, Dance Central 2, Dance Central (DLC)

ART INTERN – Demiurge Studios – Boston, MA – Oct 2009 – Aug 2010

- **UI ARTIST – Green Day Rock Band (Xbox 360, PS3, Wii)**
 - Helped design and implement the user interface in Green Day Rock Band. Concepted and created many of the 70 screens in the game.
 - Authored the facial animations for 15 of the songs and did some basic mocap cleanup in 3ds Max.
- **UI ARTIST – Pearl Jam Rock Band (unreleased title)**
 - Helped design and implement user interface in the announced but unreleased Pearl Jam Rock Band game.
- **FX ARTIST – Shoot Many Robots (downloadable title for multiple platforms)**
 - Conducted FX exploration and helped build system for future FX creation.

SHIPPED TITLES: Green Day Rock Band, Shoot Many Robots

ANIMATION INTERN – Harmonix Music Systems – Boston MA – Summer 2008

- **FACIAL AND LIPSYNC ANIMATOR – Rock Band, Rock Band 2 and track packs (Xbox 360, PS3, Wii)**
 - Created the facial and lipsync animation on 24 songs for the award winning video games Rock Band 2 and Rock Band.
 - Helped the lipsync team during crunch time by quickly learning the FaceFX software.

SHIPPED TITLES: Rock Band 2

SIDE PROJECTS:

Kristin Made Stuff – “side hustle” business selling cute original artworks in various formats

- <https://www.etsy.com/shop/KristinMadeStuff>
- Ran (sadly unsuccessful) Kickstarter for plush toy designs
- Ran successful Kickstarter for acrylic charm designs

Doug the Pug: The Coloring and Activity Book

- Illustrated 90-page coloring and activity book for Internet sensation Doug the Pug.
- Published by Harper Design, a Harper Collins imprint.
- <https://www.amazon.com/Doug-Pug-Coloring-Activity-Book>

EDUCATION:

Ringling College of Art + Design – Sarasota FL – BFA in Computer Animation – May 2009