

Katherine Carson Murphy

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Managing and partnering with artists and engineers, I remove roadblocks by listening to my teams, and sometimes by predicting the future. As a lifelong learner with a curiosity for new technologies, I'm always excited to incorporate the new, balancing that desire with a deep understanding of what wheels have already been invented.

With experience managing teams on projects ranging from the smallest personal animation to a AAA game, or an instructional motion graphics short to an interactive training - my success starts with listening closely and openly. I excel at teaching people to work together efficiently within their ecosystems, and leading by example.

ROLES

Apple (contract)

Project Manager : Hogarth

Jun 2025 - Current

Managing fast-moving teams of artists and internal partners for quick turnaround of animated interface elements used in promotional materials for Apple events, in-store displays, and the web. Managing a deep and complex pipeline process from inception to completion using multiple systems for tracking and approvals, and ensuring proactive cross-team communication across all handoff partners.

Adobe (contract)

Senior Learning Strategist : Design System (adobe.com)

Sep 2024 - Jun 2025

Learning from Adobe's Figma Builders, I designed and implemented a system for company-wide use covering documentation of components, patterns, and teaching the relationship between the Web Design System and Spectrum. Serving a variety of audiences, the system offers a scaffolded learning experience, modernized for quick updating.

2K Games

Senior Technical Producer : NBA2K

2020 - 2024

Supported several Engineering teams within Visual Concepts, the team responsible for the backbone of the massive NBA2K series. Resource management, strategic planning, vendor relations, cross-collaboration with stakeholders at every level - all required to ensure several huge boards of tasks and initiatives remained balanced and moving each year.

Robert Half International

Director of Multimedia Learning Solutions

2016 - 2020

For each of the 25+ training solutions my team provided, we consulted with internal and international clients at every level to clearly outline the problem the training needed to solve, designed and pitched solutions, produced the animation/interactive training/documentation, and tracked successful outcomes using clear metrics.

Genesys Labs

Program Manager

2015 - 2016

Designed and supported an Associate Training Program for international Solutions Engineers. Worked with Recruiting, Human Resources, and Global Leadership to create the onboarding, program flow, training content, and compensation reporting to ensure successful outcomes for accepted candidates.

Ex'pression College

Director

2001 - 2015

I began at Ex'pression as a teacher, then developed the Fine Arts-to-Digital Arts pipeline, re-designing and updating a series of courses. Next came the promotion to Associate Director of the Digital Visual Media Department (2002), and then Director of first the Fine Arts (2006) and then also the Interdisciplinary Media Departments (2013). My breadth of work here included designing a complex scheduling system that updated every 5 weeks, writing Compliant syllabi and teaching outcomes, designing and teaching new courses, hiring and managing teachers across many departments, creating a supply procurement system, and writing Accredited BA degree programs in multiple related fields.

NASA, NOVA (PBS), California Academy of Sciences, Visual Effects Society, California Film Institute

Producer

2003 - 201

With my trusted industry connections, I successfully pitched and managed collaborations with Ex'pression students to create : a short for the Visual Effects Society George Lucas Tribute (2003), a game trailer for NASA (2004), an animation short broadcast on PBSs NOVA (2008), trailers for the Mill Valley Film Festival (2012), and a kiosk animation for the Academy of Sciences (2014). Pre-production, roadmap planning, scheduling, and mentoring varying teams of students to create all facets of each project.

Lucasfilm

Senior Technical Artist : LucasLearning

1999 - 2001

Modeled and rigged creatures and vehicles, created and applied texture maps, added prop animation, designed and incorporated lighting, and implemented physics simulations for interactive learning games based around the Star Wars universe (Super Bombad Racing, Anakin's Speedway, Gungan Frontier)

Blue Shift

3D Environment Artist

1997 - 1999

Designed, modeled, mapped, lit, and optimized environments for several arcade titles (Road Burners, Hydro Thunder, Vapor TRX). Created and textured LODs for 12 characters in a console title (Running Wild). Translated processes underlying new technologies between Programmers and Artists.

Media Publishing, GmbH, Stuttgart, Germany

3D Modeling and Animation

1996 - 1997

Designed, modeled, textured, lit, and animated environments for pilot children's television show "Mosaik". Matched 3D shots in After Effects to fit 2D animated characters.

EDUCATION

BA in Communications - Broadcasting and Film

1989 - 1993

The University of Iowa, Iowa City, Iowa (GPA 4.0)