Katherine Carson Murphy

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Having made a career of managing and partnering with artists and engineers, I remove roadblocks by listening to my teams, and sometimes predicting the future. A lifelong learner with a curiosity for new technologies, I will never shy away from the new while incorporating a deep understanding of what wheels have already been invented.

With experience with the smallest animation project to a AAA game - my success starts with listening closely to how teams work best. Partnering with artists and technologists to iteratively plan, build, and maintain multiple feature roadmaps, schedules, dependencies, priorities, allocation - all of it depends entirely on trust paired with clear and proactive communication. When that trust is there, the work becomes a well-choreographed ballet of efficiency.

ROLES

Apple

Project Manager : Hogarth   Jun 2025 - Current

Managing fast-moving teams of artists and internal partners for quick turnaround of animated interface elements using in promotional materials for Apple events, in-store, 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.

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 Design System and Spectrum. Serving a variety of audiences, the system offers a scaffolded learning experience and modernized for quick updating.

2K Games

Senior Technical Producer : NBA2K   2020 – 2024

Supported several Engineering teams 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 success using clear metrics.

Genesys Labs

Program Manager   2015 – 2016

Designed and supported an Associate 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 Expression teaching Texturing and Lighting classes, and then quickly moved into developing the Fine Arts, Digital Arts pipeline, and Instructional Design programs. Writing course syllabi, designing the Cohort program flow, teaching courses, hiring and managing adjunct teachers across many departments, ensuring Compliance, creating an art-supply procurement system, and scheduling a complex classroom-to-courses balance every 5 weeks - Directors at Expression did it all!

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

Producer   2004 - 2015

Used industry connections and trust to pitch collaborations and ultimately curate and run a team to: create a game trailer for NASA, an animation broadcast on NOVA, an animation for the Academy of Sciences, a short for the Visual Effects Society George Lucas Tribute, and the trailer for two years of the Mill Valley Film Festival. Pre-production, roadmap planning, scheduling, and mentoring varying teams of students to create all facets of the project.

Lucasfilm

Senior Technical Artist : LucasLearning   1999 – 2001

Modeled 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 in 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)