Katherine Carson Murphy

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Working to remove roadblocks from the creative process and as the translator between tech and art – I understand the goals and needs of both sides, and can quickly identify the communication misses that often occur between these groups. Crafting visual stories for games, entertainment, and learners lets me use my collaborative leadership skills in fast-paced, innovative, and dynamic environments. Tightening up - or designing from scratch - a pipeline, process, vendor relationship, or cross-discipline collaboration is a challenge I relish!

- Mentored, managed, and supported teams of artists to grow their careers, inspire collaboration, innovate, and define new solutions.
- Ensured streamlined processes and clarity of goals/restrictions/technical challenges.
- Fostered strong and trusted relationships with external/ internal teams and stakeholders at every level to solve problems and encourage transparent communication.
- Connected and aligned disparate disciplines through external projects with NASA, Visual Effects Society, Mill Valley Film Festival, PBS's NOVA, California Academy of Sciences.

ROLES

Adobe
Senior Learning Strategist   Sep 2024 – Current

Within the a.com group at Adobe, I design systems to support learning through documentation, coursework, feedback, and messaging around the proprietary Design System. Ensuring a clear, company-wide understanding of this system is done by iterating on methodologies used to promote and evangelize, and establishing clear processes for continued development, innovation, and updates.

Visual Concepts Entertainment
Senior Technical Producer   Jan 2020 – Aug 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.

Robert Half International
Director of Multimedia Learning Solutions   Jun 2016 – Jan 2020

For each of the 25+ training solutions my team and I provided, we consulted with internal and international clients at every level to clearly outline the problem(s) the training needed to solve, designed and pitched solutions, produced the material, and tracked success using clear metrics.

Genesys Labs
Program Manager   Aug 2015 – May 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   Jan 2001 – May 2015

Developed and evolved a diverse curriculum culminating in a Bachelors Degree in Visual Effects, Instructional Design, and Games Production. Taught traditional art concepting, modeling, lighting, animation, texturing, editing, and ultimately creating a targeted demo reel.

NASA, PBS:Nova, California Academy of Sciences, Visual Effects Society, California Film Institute

Producer   Feb 2004 - Jun 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 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   May 1999 – Feb 2001

Created and taught streamlining processes for new technologies. Modeling creatures and vehicles, texture map creation and application, prop animation, lighting, and physics simulations.

Blue Shift

3D Environment Artist   Apr 1997 - May 1999

Designed levels, modeled, mapped, lit, and optimized environments. Created and textured LODs for 12 characters. Translated processes underlying new technologies between Programmers and Artists.

Media Publishing, GmbH, Stuttgart, Germany

3D Modeling and Animation   Oct 1996 – Mar 1997

Designed, modeled, textured, lit, and animated environments for pilot children's television show. 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)