

Katherine Carson Murphy

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As a Senior Producer, I relish partnering with team members across multiple disciplines and leading the creation and streamlining of organizational processes so that those specialists can put all their energy into what they do best. My exceptional communication skills ensure the tight organization needed for managing complex projects. I am passionate about the progress and growth of the gaming industry and cannot wait to be a part of what is next.

- Partner with Leads across the Engineering and Art teams to understand, build, and maintain multiple feature roadmaps, schedules, dependencies, priorities, requirements and resource allocations to ensure success.
- Lead roadmap planning for multiple teams to generate and maintain post-mortem lists, feature requests, cross-department dependencies.
- Provide proactive and clear communication with multiple stakeholders on status/risks - securing user ID efforts, telemetry, internal databuild schedules, integration of external artist tool packages with the engine, incorporation and testing of new technologies.
- Manage and support communication, planning, and timelines for internal and external teams impacting budgets, forecasts, and any resource allocation needs. Improving or creating processes that can add production efficiencies.

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

Brokered collaborations with external groups and Ex'pression College students to create media for a wide variety of efforts. Used industry connections and trust to pitch a collaboration and curate a team to : create a game trailer for NASA, an animated section for a Nova broadcast on proto-humans, an animated music video for the Academy of Sciences, an Awards Ceremony short George Lucas Tribute, and a Mill Valley Film Festival Trailer. 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)