

Katherine Carson Murphy

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Crafting visual stories for learning, games, and entertainment lets me use my information architecture skills to manage, lead and produce in fast-paced, innovative, and dynamic environments. As a contributor, I can jump into instructional design, information architecture, and user experience design with scripting, animation, and motion graphics.

Strategic Partnerships

- Work with internal and external clients to identify true need, collaborate and get buy-in on appropriate solutions, iterate with team, and keep clients informed throughout.
- Translated Art to Engineering, and Engineering to Art to ensure streamlined processes and clarity of goals/restrictions/technical challenges.
- Connected and aligned disparate disciplines through external projects with NASA, Visual Effects Society, Mill Valley Film Festival, NOVA (PBS), California Academy of Sciences.
- Skillfully negotiated with internal and external groups at all levels to solve problems and broker agreements; earn trust, apply critical thinking to problem resolution, institute communication and clarity policies inspiring open and honest communication.

Content Development

- Created multiple interactive, animated, documented, and onsite training programs to solve widely varied challenges from the small to the large scale, and tracked outcomes to prove success.
- Present, discuss, and refine project outcomes and goals with multiple stakeholders from C-Suite to mid-level.
- Design, create, and manage a corporate Associates Program, training new hires from across the globe in one classroom.
- Exercise strong leadership skills to inspire and guide : leading by example, establishing collaborative practices, open communication, and balanced delegation, with high team satisfaction and retention.

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. Working with a variety of roles across the company, I can ensure the right information is curated at the right stages of development, and that those resources are able to keep up with the ever-evolving Design System.

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 each year.

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 Accredited Bachelor of Arts programs in Visual Effects, Instructional Design, and Games Production. Taught select courses within these programs starting with traditional art fundamentals, through modeling, lighting, animation, texturing, editing, and ultimately creating a targeted professional demo reel.

NASA, NOVA (PBS), 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 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

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 "Mosaik". Matched 3D shots in After Effects to fit 2D animated characters.

EDUCATION

BA in Communications - Broadcasting and Film

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

1989 - 1993