

Katie Goard | 3D Animator

www.katiegoard.com | katieanimations@gmail.com | <https://www.linkedin.com/in/katie-goard/> |

Willing to Relocate

Education: **Bachelor of Fine Arts - Animation** **05/2026**

Savannah College of Art and Design - Savannah, Georgia

Work

Experience: **National Montford Point Marine Association** **12/2025 - 06/2026**

Graphic Artist / Animator Internship

Was in charge of creating seven minute-long multimedia videos

Worked off of a script and historical images to create comic book style videos

Communicated with the project supervisor to meet the needs and goals of the client

Collaborative

Works: **Nia - Short Film** **07/2026 - Present**

3D Animator

Executed a series of pre production animation tests for the character, Nia

Communicated with the director about rigging needs and tested the provided rigs

Helped create the acting choices of Nia in the pre production stage of the film

Exact Sciences Corporation - ScadPRO **05/2026**

3D Animator

Worked off of storyboards to create an animated sequence

Collaborated with members of the creative team to execute the vision of the client

Responded quickly to feedback and pivoted when requests were made by members of the team

Webs of Reverie - Game **05/2026**

3D Animator

Animated a walk and an idle cycle for the character, Luthor

Helped make sure that my animations were ready to use for Unreal Engine

Worked with the other animators to maintain consistency between animations

Graveyard Gremlins - Hybrid Film **06/2025 - 05/2026**

3D Animator / Producer

3D animated monsters doing various actions and interacting with 2D objects

Thoroughly tested 6 rigs through extreme poses and animation tests

In charge of the film's organization and keeping the team of 20 people on schedule

Managed 5 separate teams to meet hard deadlines

Nightmare's Realm - Hybrid Film **03/2025 - 05/2025**

3D Animator / Co Producer

3D animated a monster stalking a girl in the woods

In charge of the film's organization and keeping the team of 20 people on schedule

Managed 4 separate teams to complete the film in 10 weeks

Softwares: **Maya, After Effects, Premiere Pro, Flow/Shotgrid, Photoshop, Illustrator**

Awards: **Graduated Cum Laude**
\$500 Reward and Honorable Mention from MAKE Thesis Grant