



Kimberly D. Holbrook

Animator | Graphic Designer | Artist

Skills

- 2D and 3D Animation
- Motion Graphics
- Graphic Design
- Stop Motion Animation
- Social Media Content Creation
- Digital/Traditional Art and Illustration

Software

- Autodesk Maya
- After Effects
- Photoshop
- Illustrator
- Premiere Pro
- InDesign
- Toon Boom Harmony
- Toon Boom Storyboard Pro
- Procreate
- Stop Motion Studio

Recognition

- 2020 American Graphic Design Award from GDUSA Magazine for work on BSU School of Art Student Show
- 9 works published in Ball State Odyssey

Portfolio

www.kimberlyholbrookarts.com

Contact

kholbrookarts@gmail.com

Experience

Concept Artist & Illustrator

January 2023–Present

[Creative Works](#) • Indianapolis, IN

- I design concept art for client entertainment venues
- I create interactive and immersive animations to enhance patron experience

Freelance Animator, Designer, & Illustrator

September 2022–January 2023

[Kimberly Holbrook Arts](#) • Remote

- Designed and executed client projects ranging from custom illustrations to short animations
- Notable client pieces appear in my portfolio

Freelance Animator

July 2021–September 2022

[Bez Film Studio](#) • Remote

- Illustrated and animated moving storybooks for children
- Coordinated remotely with all team members in order to maintain quality and consistency

Administrative Assistant

February 2021–May 2022

[SHJM CPAs](#) • Indianapolis, IN

- Coordinated with clients and accountants to keep all information current and well organized both physically and electronically

Freelance Social Media Content Creator

September 2020–July 2021

[Carmel Art Education Studio](#) • Carmel, IN

- Edited photos, designed appealing graphics, and wrote content for optimal social media engagement

Director and Animator for Short Film *Prosthetica*

April 2019–May 2020

[Ball State University](#) • Muncie, IN

- Oversaw the direction of a 16-person film team in order to meet important deadlines
- Created character animations for several shots of the film

Education

BFA in Animation

2016–2020

[Ball State University](#) • Muncie, IN

- Honors College Graduate
- Graduated Summa Cum Laude