

# Kay Talabi

Charlotte, NC

kayodekreations@gmail.com | kayodekreations.com

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## **Education**

North Carolina State University Raleigh, NC May 2018

*Master of Arts in Art and Design*

Living Arts College Raleigh, NC December 2013

*Bachelor of Arts in Animation and Game Design*

## **Skills**

Digital Animation, Videography, Visual Effects, Graphic Design, Character Setup, Storyboarding, and Light Photography

### **Computer Software**

Autodesk (Maya), Adobe (Photoshop, Illustrator, After Effects, Premiere Pro, Animate), Blackmagic Design (Davinci Resolve), Side Fx (Houdini), Epic Games (Unreal Engine 5)

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## **WORK EXPERIENCE**

**Reconstruction Artist:** Redline Forensic Studios Charlotte, NC June 2023 – Present

- Visually reconstruct vehicle collision incidents using 3d presentations for legal evidence in court.

**3D Generalist (Freelance):** Breakiron A&D Raleigh, NC Nov 2022 – Jan 2023

- Developing 3d assets for rendering and scene setup, among other digital development tasks

**Full Time Instructor:** Living Arts College Raleigh, NC Aug 2020 – Dec 2022

- Taught courses in the Interactive Media Program, including software such as Adobe Animate, Adobe Premiere Pro, and Adobe After Effects

**Full Time Instructor:** UNCG Greensboro, NC Aug 2019 – May 2020

- Taught courses within the Visual and Performing Arts program, consisting of graphic design, video editing, animation, etc.

**Graphic Designer (Freelance):** Rucci Productions Raleigh, NC July 2018 - Aug 2019

- Developed animated graphic design elements for short films
- Worked on 3D simulations for short films

**Adjunct Instructor:** UNCG Greensboro, NC Aug 2018 - May 2019

- Taught courses within the Visual and Performing Arts program, consisting of graphic design, video editing, animation, etc.

**Video Editor:** NCSU Raleigh, NC Aug 2017 - May 2018

- Shot and edited lectures for the Architecture Lecture Series for the Architecture Program

**Assistant Teacher: Basic Drawing:** NCSU Raleigh, NC Aug 2016 - Apr 2017

- Assist in developing and setting up presentations
- Taught drawing techniques

## **Professional Development**

Member of Game Developers Guild

2012 - 2013