



Kori Valz

[Art and Animation Direction](#)
[Character Animation and Rigging](#), [Motion Graphics](#)
www.korivalz.com | k@korivalz.com
Based in Brooklyn, NY

Qualifications

- Rare combination of artistic and managerial experience
- Unique educational career consisting of Computer Science and Animation
- 17 years experience in animation, live action and game production
- Proficient in the following programs:
 - 2D: Adobe Creative Suite (After Effects, Photoshop, Illustrator, Premiere, InDesign, Character Animator, Audition etc), Figma, Lottie
 - 3D: Autodesk Maya, Cinema 4D
 - Game Development: Unity, Spine, Unreal Engine 5
 - Product Management: Click-Up, Jira, Airtable, ShotGrid, fTrack, Google

Education

Master of Science in Digital Imaging and Design **Bachelor of Science in Computer Science**
New York University 2004-2006 Rutgers University 2000-2004

Experience

Homer Learning (a division of BEGiN), New York, NY

Art and Animation Director

August 2020 - August 2022

- Directed art and animation for the *Learn & Grow*, *Learn & Play*, and *Learn with Sesame* apps
- Managed team of illustrators and animators (in-house and outside vendors) designing app-level and original content including interactive games, linear content, and tangible products
- Collaborated with Sesame Workshop on the *Learn with Sesame* app featuring classic characters from Sesame Street and ensured content worked with their brand vision
- Worked with learning designers, game designers, product managers, and engineers to ensure all art production was created in a timely manner to create the best product possible
- Collaborated with learning designers and product management to develop, schedule and implement content strategy and release schedule
- Provided creative vision for script, voice over, illustration, character animation, user interface and experience, special effect animation, and sound design for products
- Conceived original Homer IP and wrote, designed and maintained the *Sumville Character and World Guide*, including the character pose library ([found here](#))
- Designed and implemented the comprehensive production process for all digital and tangible content
- Designed and implemented extensive digital asset management system for all art assets



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CBS Late Night Cartoons, New York, NY
Character Technical Director, *Our Cartoon President*

April 2018 - November 2018

- Supervised Adobe Character Animator rigging team
- Quality checked all character rigs to be used by animation team on a fast paced production schedule that stays relevant with current events
- Created, troubleshoot, and analyzed custom rigs with the development team at Adobe Systems Inc.
- Worked closely with Adobe Systems Inc with testing pre-released software in a production environment

High 5 Games, New York, NY

Art Director

June 2014 - June 2016

- Product owner of over 30 titles (including live action and animation) that were delivered on time despite multiple reorganizations of staff
- Applied computer science background to research game engine options and virtual reality applications

Senior Animator

April 2014 - June 2014

- Created time-saving animation tools and trained team members on their use
- Quickly solved production hiccups and still completed personal tasks early or on time
- Revitalized studio's look by developing new animation methods and styles

Animator

April 2012 - April 2014

- Delivered high quality animations under tight deadlines
- Suggested ways to improve process and quality of output based on former experience in television, film and games
- Created compelling animation in 3D, 2D, and live action compositing

Animation Instructor, Art Institute of California, San Francisco and Sunnyvale, CA

July 2010 - April 2012

- Developed and taught curriculum for 10 undergraduate courses spanning both the San Francisco and Sunnyvale campuses
- Subjects included: 3D Animation, Character Animation, Motion Graphics, Digital Ink and Paint, Editing Techniques, Web Animation, and History of Animation



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Freelance Digital Artist, New York, NY and San Francisco, CA

May 2006 - August 2020

- Art and Animation Direction, Performance Direction, Technical Direction, Character Animation, Motion Graphics, Rigging, Graphic Design, Template Creation
- Children's media including games, television, short-form video, promos and digital publishing
- Late night television, major news network television, mobile apps and gaming

Past clients include:

- Showtime
- ABC News
- PBS Kids
- Pinna
- Viceland
- CBS News
- Amazon Video
- Columbia University
- Nickelodeon
- Sprout/Universal Kids
- Disney Publishing Worldwide

Speaking Engagements and Demonstrations

- NAB, April 2015, Las Vegas, Nevada (4 workshops)
 - Animating to Music in After Effects
 - Perfect Mattes for Compositing and Effects
 - Navigating 3D Space in After Effects
 - In Depth: Character Animation
- After Effects World, September 2014, Seattle, Washington
 - Case Study: Character Animation in After Effects
 - Demonstrated tools and techniques used to create compelling character animation using Adobe After Effects

Awards and Honors

- *Sunny Side Up* received a Kidscreen Award in 2017 for *Best Programming Block*
- *Sunny Side Up* nominated for an Emmy Award for *Outstanding Preschool Series* in 2017
- Personally nominated for an Emmy Award (with ABC) for *Outstanding Achievement in a Craft: Graphic and Artistic Design*