



KIM MCMAHON

Visual Development Artist/Illustrator

About Me

After 7 years of studying Animation and working in California, Kim moved back home to work remotely from Munich in Southern Germany. Most of her inspiration is rooted in old European Aesthetics and the natural world. She specializes in world building for both Animation and Games, but also loves traditional watercolor painting and illustration.

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Education

California Institute of the Arts
Bachelor in Film and Video
Character Animation
2017-2022

Skills

- Visual Development
- Illustration
- Background Painting
- Color Scripting
- Layout Design
- Prop Design

Experience

REMARK AGENCY 2024-Current

Visual Development Artist/Illustrator

Storyboarding and Illustrating Concept Art Pieces for 2D Animated Show, produced in Salt Lake City

LIGHTCRAFT ANIMATION 2024

Visual Development Artist

-Environment Design work for an unannounced animated 3D Feature Film at a Studio based in Warsaw, Poland

G2 ANIMATION 2022-2024

Art Director

-Environment Design, Character Design, Color Keys, Prop Design, Animation and Leading of the Art Team on Ancey Accepted Short Film "The Ekspats"

THATGAMECOMPANY 2022

Visual Development Intern

-Visual Development Work on the Virtual Aurora Concert in the game Sky: Children of the Light
-Designed the Map for the Game Sky: Children of the Light

WARNER BROS ANIMATION 2022

Freelance Visual Development Artist

-Visual Development Pieces for a pitch of a 3D Show

HORNET 2021

Freelance Visual Development Artist

-Visual Development Pieces for a pitch of a 3D Feature Film

Honors and Awards

Producers Show 2022

Animated Short Screening at the Academy Museum of "Lift You Up" Thesis Film

Washington Post 2020

published Comic on Social Distancing during COVID-19