

NIVETHA KANNAN

732 647 6686

nivetha.kan@gmail.com

NIVETHAKANNAN.COM

A highly self-motivated and collaborative designer-developer hybrid interested in furthering her motion design and web development skills.

HTML
JAVASCRIPT
CSS
PYTHON
C#
JAVA



EDUCATION

CARNEGIE MELLON UNIVERSITY

Pittsburgh, PA, May 2016

Bachelors in Fine Art Minor in Animation & VFX | Minor in Business Administration

EXPERIENCE

THIS IS TOMMY, LLC, Los Angeles, CA

Digital Designer, Apr 2018– Present

I designed static and motion graphics for an agency specializing in creating digital experiences to promote movies and TV shows. We worked for brands like Hulu, Netflix, Amazon, and Warner Bros. I created a number of different kinds of digital graphics - mainly motion and static graphics to be posted on Instagram, Facebook, and Twitter. I also worked on designing and developing multiple websites and many banner campaigns to advertise our clients' shows. I worked as part of a very small team and was able to be part of everything from ideation to the final creation of most projects and I was able to lead and ideate my own designs.

FREELANCE ANIMATOR AND DESIGNER, Los Angeles, CA

Personal Business, Sept 2016– 2018

I conducted my own business taking on design and animation work. I handled all of my daily tasks- pursuing new clients; maintaining my current client relationships; and maintaining account of each expense and amendment of contracts for clients- all while completing my work under, often, very tight deadlines. I illustrated cartoons for Cartoon Network; animated action figures for Netflix; animated info videos for Wordpress; and much more.

HORIZON GROUP USA, Warren, NJ

Junior Designer, Oct 2016 – April 2017

Here, I designed decor or craft products for retail to customers like Walmart, 5 Below, CVS, etc. Usually, I designed here based on a style guide for that season's products provided by the retailer. My responsibilities not only included designing the actual look of the product but also creating extremely detailed 'making of' documents for each product explaining to our office in China, how we would like the product to be put together and physically created. Due to the language barrier, it was extremely important to create accurate renderings in Illustrator of how the product is put together.

CARTOON NETWORK, Atlanta, GA

Design Intern, Jan 2016 – Aug 2016

I designed posters, labels, magazine pages, and motion graphics to be viewed by audiences nationwide. I worked mainly on the launch of the 2016 'Powerpuff Girls' show and used styleguides from the show to create new and interesting designs. I worked with such diligence that my internship was extended. I mainly used Adobe Photoshop, Illustrator, Indesign, AfterEffects, and Powerpoint.

PROJECTS

Girl Power Up Hulu, 2019

A web-based game I lead and designed that promoted Hulu's show "Dollface." Finalist for the Shorty Awards under "entertainment apps"

The Toys That Made Us Netflix, 2017

I created many animations as well as the opening treatment on the title for Netflix' highly successful documentary titled "The Toys that Made Us." This project was a trial to do as we had to animate old action figures with no assets provided. We had to create or find images of older action figures to use in our animation

(try to) DRESS UP Game Project, 2016

A personal game designed, developed, and implemented using Unity Game Maker. The game focuses on conveying personal experiences to players through the form of a dress up game. Cited and wrote about by multiple websites and shows.