SWETHA KANNAN

CREATIVE STORYTELLER

Currently working as a Graphics and Data Journalist at the Los Angeles Times which is a fancy way to say that I focus on making stories through visuals. Primarily, I focus on animation but also use a mixture of traditional art, coding, and design principles. I am always looking to find, face, and conquer new challenges.

🐦 @swethakan

✉️ swethakan0@gmail.com

📍 Los Angeles, CA

SOFTWARE

- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- HTML & CSS
- Java-script
- Unity
- Maya
- Adobe InDesign
- Microsoft Excel
- Cinema4d
- Qgis

HONORS

Andrew Carnegie Society
Scholars award, 2015-16
Carnegie Mellon University

Odyssey, 2014
Carnegie Mellon University

Marjory Glassburn Francis
Project Award, 2015,
Carnegie Mellon University

SURG Grant, 2015-16
Carnegie Mellon University

EDUCATION

BFA Bachelor in Fine Arts
Minor in Animation & Special Effects
Minor in Game Design
2012 - 16
Carnegie Mellon University
Pittsburgh, PA

EXPERIENCE

Los Angeles Times (2017 - current)
Graphics and Data Journalist
Creating motion graphics, animated assets, and original projects for the Los Angeles Times. Working within teams of reporters and editors to create maps, charts, interactives and more to pinpoint and present key visuals in a story. Introducing new ways to approach stories with innovative technology in the newsroom.

Nickelodeon (2016 - 2017)
Television Technologies Intern
Created 3D models of Nickelodeon's live action sets (Including set for 'School of Rock') for directors and crew to move through in VR. Updated, designed, and maintained video walls around the Nickelodeon Animation Studios and other Nick properties.

Freelance (2015 - 2018)
Collaborated with artists and major institutes including Samsung, SNL, Google, Oktane conference, and more to make motion graphics videos combining 2D traditional animation, 3D modeling, and motion graphics.

Virtual Trolley (2015)
Animator
Worked within a team of programmers, engineers, and designers to conduct experiments that test haptic feedback in virtual reality simulation games. Worked as the primary animator, helped conduct experiments, and manage the project.

RamenBento (2013-current)
Co-founder
Worked with another partner in order to create a traveling market to sell artwork and handmade crafts at various conventions. Sold to over hundreds of customers.

INTERESTS

Design, animation, experimental game creation, Experimental technologies

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