SWETHA KANNAN

C R E A T I V E   S T O R Y T E L L E R

Currently working as a Graphics and Data Journalist at the Los Angeles Times which is a fancy way to say that I focus on telling our stories in innovative ways. I focus on motion graphics and also use traditional art forms, coding, and design principles. I'm eager to bring my unique skill set to find, face, and conquer new challenges.

🐦 @swethakan

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🌐 www.thisisswetha.com

📍 Los Angeles, CA

SOFTWARE

Adobe Illustrator

Adobe Photoshop

Adobe Prremiere

Adobe After Effects

HTML & CSS

Javascript

Unity

Maya

Adobe Indesign

Microsoft Excel

Cinema4d

Qgis

HONORS

2018 California Journalism Awards Finalist
Print: Informational Graphics
"A Step-by-Step Account of the Destructive Camp Fire"

Society for News Design
Best of Digital Design competition for 2018.
Honorable mention

Marjory Glassburn Francis Project Award, 2015
ACS Scholars award, 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 artist, Arthus Jones, and major institutes including Samsung, Youtube, Google,and Oktane conference to make motion graphics videos combining 2D traditional animation and 3d modelling.

Virtual Trolley (2015)
Animator
Worked within a team of programmers, engineers, and designers to conduct an experiment that tested 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 travelling market to sell artwork and handmade crafts at various conventions. Sold to over hundreds of customers.

INTERESTS

Animation, motion graphics, design, experimental game design