

# **y** @swetha kan

www.thisisswetha.com

#### **SKILLS**

Adobe After Effects

Adobe Illustrator

Adobe Photoshop

Adobe XD

HTML & CSS

Javascript

Unity

Maya

Adobe InDesign

Microsoft Excel

Cinema4d

Qgis

## HONORS

# 2020 Pulitzer Prize Finalist in Explanatory reporting

For "The Ocean Game: The sea is rising. Can you save your town?"

#### 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

# **SWETHA KANNAN**

#### CREATIVE STORYTELLER

I currently work as a Graphics and Data Journalist at the Los Angeles Times. It's a fancy way to say that I tell our stories in innovative ways. I focus on motion graphics but also use web development, and design to communicate complex ideas. I'm eager to bring my unique skill set to find and conquer new challenges.

#### **EDUCATION**

BFA Bachelor in Fine Arts Minor in Animation & Special Effects Minor in Game Design Carnegie Mellon University (2012-16)

#### **INTERESTS**

Animation, motion graphics, design, experimental game design

#### **EXPERIENCE**

Los Angeles Times (2017 - current) Graphics and Data Journalist

Currently pitching and creating stories for the Times. I also develop original web pages, motion graphics, animated assets, and more. My team designs and implement interactive stories to isolate and present key visuals in some of the most ambitious stories that come from the newsroom.

### Nickelodeon (2016 - 2017) Television Technologies Intern

Created 3D models of Nickelodeon's live action sets (Including the 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 company properties.

#### Freelance (2015 - 2018)

Collaborated with artist, Arthur Jones, to work with major clients including Samsung, YouTube, Google, and Oktane conference to make motion graphics videos combining 2D traditional animation and 3D modeling.

#### Virtual Trolley (2015)

#### Animator

Worked within a team of programmers, engineers, and designers to conduct an experiment that tested touch 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.