

# Katherine Faye Nitti

## EDUCATION

**Savannah College of Art & Design**  
BFA in Visual Effects | Sept 2022 - June 2026

**Mercer County Community College**  
Dual Enrollment TV & Film Courses | 2020 - 2021

## PROJECTS

**Tukuy** - FX & Compositing Lead  
Fall 2025 - Spring 2026

**TEDx Gramercy Park** - Animated Intro  
Matchbox Media  
Spring 2025

**Gush** - Animated End Credits  
Produced by Mulberry Queens Films, Directed by Gracie Fojtik  
Spring 2025

**Obelus** - FX  
Spring 2025

**In Between** - FX Tool Development  
Spring 2025

**Time Flies** - Compositor  
SCAD Animation Studios  
Spring 2024

## VOLUNTEER WORK

**Lighthouse Film Festival** Volunteer / Intern  
May 2025 - June 2025

- Aided in organizing masterclasses and roundtables with visiting filmmakers

**SCAD Savannah Film Festival**  
October 23-29, 2022

- Ushered and aided in controlling crowds swiftly, effectively, and respectfully

**SCAD Serve**  
2022-2023

- Periodically worked in team to aid community by tending to community garden, packing meals for local children, planting trees, and more

## SOFTWARE

Houdini | Nuke | Maya | Unreal Engine 5 |  
Premiere Pro | After Effects | Photoshop |  
Illustrator | Final Cut Pro | Blender

kfayenitti@gmail.com

<https://kfayenitti.wixsite.com/katherine-nitti-art>

[www.linkedin.com/in/katherine-nitti-kn14](https://www.linkedin.com/in/katherine-nitti-kn14)

## EXPERIENCE

**LBI Foundation of the Arts & Sciences Camp** - Art Teacher  
June 2025 - August 2025

- Developed and prepared art lesson plans and examples across multiple mediums
- Taught and supported 15-30 students (ages 7-12) weekly, fostering creativity and emotional expression through art

**Harbor Picture Company Collaboration x SCAD VSFX**

January 2025 - March 2025

- Used Houdini and LED Volume real-time technology to create VFX project in team, with guidance from Harbor mentors

**Walt Disney Animation Studios** - CG Generalist Intern

June 2024 - August 2024

- Explored the pipeline by completing 3 projects across disciplines such as modeling, look development, and FX
- Learned from industry mentors, incorporating their feedback and advice into projects
- Fostered a collaborative environment with fellow interns, enhancing teamwork skills
- Gained insight into the workings of WDAS, including proprietary software and production pipeline

**Academy Software Foundation** - Summer Learning Program

June 2023 - August 2023

- 1 of 20 selected to participate in self-paced learning program regarding the VFX/Animation/Film Industry
- Gained knowledge from community of industry professionals and learners

**SCAD RenderQ Digital Media Blog**

March 2023 - Present

- Worked in variety of roles such as Copy Editor, Editor in Chief, and Outreach/ Social Editor
- Led team of editors to create content, craft social strategy plans, and research recent events in VFX/ Animation / Film
- Worked in a team to contribute and edit articles for the website, manage social medias, and advertise club

**SCAD - Resident Assistant**

August 2023 - June 2024

- Co-managed floor of over 50 first-year residents
- Enforced campus rules and regulations, organized events and programs, and collaborated with res-life and campus facilities

**Filmhedge x SCADpro Collaboration**

March 2023 - June 2023

- Used Unreal Engine, LED Volume, and Maya to create virtual production environments for upcoming feature film

## SKILLS

VFX Generalist | Python | Houdini VEX | Animation | Compositing |  
Cinematography | LED Volume Production | Video Production | Video  
Editing | Leadership | Communication | Problem Solving | Multitasking