

Kalee Lyn DeHamer

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Education

B.F.A. Animation and Visual Effects

Class of 2020

Chapman University, Orange, CA

Graduated Magna Cum Laude, Recipient of the Chapman Founder's Scholarship, Dean's List, Honors program

Relevant Employment/Experience

Titmouse Inc.

2024-2025

Production Coordinator (Story and Editorial) on "Mighty Nein"

- Assisted the story artists, revisionists, and editors by providing needed materials, communicating deadlines, and exporting storyboards to send to editorial
- Facilitated all story and edit meetings, recorded notes and provided continuity and lore information to executive producers and directors

Skydance Animation

2022

Production Coordinator (Design) on Brad Bird's "Ray Gunn"

- Assisted the Art and Character Design leads with various tasks, such as compiling a "Look Book" for the movie
- Tracked deadlines for artists and ensured everyone was on schedule to complete tasks
- Communicated with Department Leads to ensure design and concept art needs were met for each sequence

Titmouse Inc.

2022

Production Coordinator (Revisions and Color) on Unannounced Show

- Assisted storyboard revisionists and colorists by providing the necessary materials for their assignments
- Tracked deadlines for artists and ensured everyone was on schedule to complete tasks
- Communicated with Directors to ensure revisionists always had work and were distributed by episode priority

Sony Pictures Animation

2022

Story Coordinator on "KPOP: Demon Hunters"

- Supported the storyboarding team and the Associate Production Manager daily
- Took notes for story artists during director review meetings, sequence pitches, and sequence launches
- Sent finished sequences to edit and provided them with pitch recordings and conformed script pages
- Provided artists with current pages, character designs, and environment concepts for their sequences

Marvel Studios

2021

Production Assistant on "What If?"

- Assisted the Production Coordinator and Animation Coordinator in preparing, sending, and receiving notes, drawovers, layout, animation, comp, and 2D VFX to and from vendors
- Scanned deliveries from vendors and exported daily playlists of material for director review session
- Transferred and exported notes from Excel shot tracker sheet and Shotgun after review sessions
- Organized, properly formatted, and uploaded notes and drawovers to the vendor delivery folders in shared drive

Skills

- Speaks some basic conversational Japanese (3 college classes)
- Shotgrid Syncsketch,, Adobe Photoshop, Adobe Premiere, Adobe Acrobat Pro, AfterEffects, Final Draft, Maya, Blender, Storyboarding, Storyboard Pro, Toon Boom Harmony, 2D animation, Microsoft Office Suite (Word, Excel, PowerPoint, Outlook), G Suite, Gmail, Script Coverage, Flixi, Mac/PC Proficient

Student Films

Creator of "Lapis de Lumine" Senior Film (May 2020)

- Coordinated a team of 23 people who helped with animation, background painting and line, and color
- Collaborated with visual development director Kelsey Holland, a fellow student, to determine the look of the environment
- Gave notes and provided feedback to animators and background artists
- Distributed character design and background painting process hand-outs to give to team members
- Continued efficient communication with team members virtually during COVID at-home education

Organizations/Clubs

Women In Animation

Current Member

The Animation Guild

Current Member

Disney's Inspire Day

2019

- Selected by Animation Department Staff to represent Chapman