

RACHEL C KEARNEY

2D Animation & Illustration

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PROFESSIONAL OVERVIEW

I am an Irish, Vancouver-based artist specializing in Visual Development and Animation. Through style exploration, environmental development and character design, I am skilled at transforming scripts into vibrant, visual worlds while perfecting visuals down to the smallest details. With 5+ years of production experience, I thrive and adapt in fast-paced studio environments. Additional skills and experience in cleanup, colour, and in-between animation. Eager to work hard to create unforgettable experiences and make people laugh.

EDUCATION

BACHELOR OF MEDIA ARTS | Emily Carr University of Art + Design, Vancouver, BC

GRADUATED MAY 2026

PRODUCTION EXPERIENCE

RED MOON CYCLE (2025) | SYDNEY MCCONNEY - SHORT FILM

OCT 2024 – APR 2025

HOME IS A FEELING (2025) | RYAH KING - SHORT FILM

OCT 2024 – APR 2025

- Assisted in crafting the films look during pre-production
- Worked in storyboarding, visual development, cleanup, and in-between roles during production
- Provided various iterations of shots, efficiently adapting to any changes in story or screen direction
- Awarded the British Columbia Student Film Showcase Award for the Sundar Prize Film Festival, as well as the Achievement in Art Direction at the Emily Carr University of Art + Design

THIS WAS MEANT TO BE FOR NORA (2023) | COLLABORATIVE SHORT FILM

SEP 2023 – APR 2023

- Collaborated with a team of animators to create a visual representation based on the poem This Was Meant To Be For Nora by Junie Désil
- Worked in storyboarding, rough and in-between animation, and colouring
- Assisted in sound design and foley, including the performance a short piece which was included in the film's score
- Awarded Best Animation and the Audience Choice Award for the Vancouver City Poetry Video Contest. Additionally awarded Best Student Film in the Aotearoa Poetry Film Festival

OTHER WORK EXPERIENCE

ANIMATION INTERNSHIP | WeMake

MAR 2024 – NOV 2024

- Worked closely in production with the head creative director
- Pitched various visual development iterations which were later incorporated into animation projects
- Worked in storyboarding, rough, and in-between animation production roles

NATIONAL PORTFOLIO DAY VOLUNTEER | Emily Carr University of Art + Design, Vancouver, BC

NOV 2024

- Assisted participating representatives of accredited art and design schools
- Engaged with attendees requesting feedback on portfolios

TECHNICAL SKILLS

Toon Boom Harmony
Adobe Premiere Pro

Adobe After Effects
Adobe Photoshop

Storyboard Pro
Adobe Illustrator