



# KIM MCMAHON

Visual Development Artist/Illustrator

## About Me

After 7 years of studying Animation and working in California, Kim moved back home to work remotely from Munich in Southern Germany. Most of her inspiration is rooted in old European Aesthetics and the natural world. She specializes in world building for both Animation and Games, but also loves traditional watercolor painting and illustration.

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🌐 kimmcmahonportfolio.com

📷 kim.mcmahon

## Education

California Institute of the Arts  
Bachelor in Film and Video  
Character Animation  
2017-2022

## Skills

- Visual Development
- Illustration
- Background Painting
- Color Scripting
- Character Design
- Prop Design

## Experience

**PLAION Pictures** 2025  
**Character Designer**

-Character Design for Development phase of a German 3D Feature Film

**REMARK AGENCY** 2024  
**Visual Development Artist/Illustrator**

Storyboarding and Illustrating Concept Art Pieces for 2D Animated Show, produced in Salt Lake City

**LIGHTCRAFT ANIMATION** 2024  
**Visual Development Artist**

-Environment Design work for an unannounced animated 3D Feature Film at a Studio based in Warsaw, Poland

**G2 ANIMATION** 2022-2024  
**Art Director**

-Environment Design, Character Design, Color Keys, Prop Design, Animation and Leading of the Art Team on Annecy Accepted Short Film "The Ekspats"

**THATGAMECOMPANY** 2022  
**Visual Development Intern**

-Visual Development Work on the Virtual Aurora Concert in the game Sky: Children of the Light  
-Designed the Map for the Game Sky: Children of the Light

**WARNER BROS ANIMATION** 2022  
**Freelance Visual Development Artist**  
-Visual Development Pieces for a pitch of a 3D Show

## Honors and Awards

**Producers Show 2022**  
Animated Short Screening  
at the Academy Museum  
of "Lift You Up" Thesis Film

**Washington Post 2020**  
published Comic  
on Social Distancing during  
COVID-19