

Karley Bae 스카샤 ("SKASHA")

Founder & CEO · Creator & Showrunner · Animation Director

U.S. Citizen · Republic of Korea F-4 Visa Holder
(Authorized to work in the United States and South Korea)

Contact Information:	Address:	Work Availability:
+1 XXX-XXX-XXXX (US)	Conroe, Texas, USA	Global (Remote)
+82 XXX-XXXX-XXXX (KR)	Busan, Republic of Korea	South Korea (On-site)

For professional inquiries, please utilize the official contact form available through my portfolio website unless direct contact information has been provided separately.

Available for selective remote full-time, contract, freelance, and consulting opportunities in animation production, creative leadership, show development, IP development, visual direction, cinematic storytelling, and studio operations.

Experience

September 2019 – Present

Studio Kane LLC.

주식회사 스튜디오 케인
Founder & CEO

Founded and currently lead an international animation studio developing original animated IP for a global audience. Creator & Series Showrunner of *OUTLIER*, a prestige action-romance animated series developed through a proprietary hybrid 2.5D, voice-first production pipeline.

Direct all phases of production from story development through post-production, coordinating creative, technical, and production teams while overseeing production schedules, pipeline standards, asset organization, review cycles, and quality control.

Lead an international team of 100+ artists and production personnel across storyboarding, layout, animation, compositing, sound, localization, and production support while overseeing pipeline development, production workflows, asset management, version control, and final delivery requirements.

March 2013 – July 2019

Independent Animation Work

Freelance Animator & Visual Storyteller

Developed short-form narrative animation projects with a focus on cinematic storytelling, stylized character performance, and emotionally driven animation across both Western and Eastern production approaches.

Produced animation, visual development, story sequences, and pitch materials while collaborating with independent studios, musicians, and creative teams across a range of freelance productions.

Specialized in expressive character animation, action choreography, shot composition, visual continuity, and performance-driven storytelling to support narrative clarity and emotional impact.

Languages

English — Native/Bilingual Proficiency
Korean — Native/Bilingual Proficiency
Spanish — Professional Working Proficiency
Japanese — Limited Working Proficiency
Korean Sign Language — Elementary Proficiency

Creative executive and animation production leader with 10+ years of experience leading international productions, managing multidisciplinary teams, developing production pipelines, and coordinating cross-functional workflows from concept through final delivery.

Experienced leading international teams of 100+ artists across storyboarding, animation, compositing, sound, localization, and production operations.

Links:
[Portfolio Website](#)
[Official Studio Website](#)
[IMDb Page](#)

Education

2021 – 2024

Industry-level Mentorship
(Character & VFX Animation)
Professional Certificate

2012 – 2015

Art Institute of Houston
(2D Animation & Digital Media)
Bachelor of Fine Arts

Skills

- Cinematic Storytelling & Long-Form Narrative Development
- Scriptwriting, Narrative Architecture & Story Design
- Creative Direction & Cross-Media IP Development
- Animation Direction & Production Leadership
- Hybrid 2.5D Animation Pipeline Development
- Storyboarding, Previsualization & Cinematic Staging
- Art Direction, Visual Development & Concept Design
- Voice Direction & Performance-Based Animation
- TV & Film Post-Production
- Stylized 3D Modeling, Sculpting & Rigging
- 2D/3D Character Animation
(action choreography / dialogue) & 2D VFX Animation
- Illustration & Visual Communication
- Public Speaking, Industry Networking & Team Mentorship

Selected Professional Highlights

- Developed Studio Kane's proprietary five-pass hybrid production pipeline.
- Designed and implemented production workflows for an international team of 100+ contributors.
- Directed cross-department production reviews, asset approvals, and quality-control processes across multiple animation disciplines.
- Oversaw cross-media development strategy spanning animation, publishing, and digital media.
- Approved exhibitor and Q&A panel participant at AnimeNYC.
- Conducted creator interviews and industry presentations on production methodology and animation workflows.
- Served as the primary liaison between creative, production, and technical departments to coordinate reviews, revisions, approvals, and delivery milestones across multiple disciplines.

Software Proficiency

Production Management & Cross-Department Pipeline Tools

- Autodesk ShotGrid / Flow Production Tracking (*prior experience; adaptable to studio-specific implementations*)
- Proprietary asset management, production tracking, and version control systems (*including oversight of internal tool development*)
- Adobe Creative Cloud
- Microsoft 365: Excel, Word, Outlook, PowerPoint, Teams
- Audio Post-Production: Avid Pro Tools, Steinberg Nuendo, Steinberg SpectraLayers

2D Animation & Pipeline Tools

- Clip Studio Paint EX
- Toon Boom Harmony
- TVPaint
- Procreate Dreams (*proficient and experienced, though not a primary software choice*)
- Moho (*proficient and experienced, though not a primary software choice*)

3D Animation & Asset Development

- Blender
- ZBrush
- Adobe Substance Painter
- Maya (*proficient and experienced, though not a primary software choice*)
- Nomad Sculpt (*proficient and experienced, though not a primary software choice*)

Compositing & Post-Production

- Adobe After Effects
- DaVinci Resolve Studio
- Avid Media Composer
- Foundry Nuke

Storyboarding & Previsualization

- Storyboard Pro
- Adobe Premiere Pro
- Wondershare Filmora / CapCut

Illustration & Design

- Clip Studio Paint EX
- Procreate
- Adobe Photoshop (*proficient and experienced, though not a primary software choice*)