

Karley Bae 스카샤 ("SKASHA")

Founder & CEO · Creator & Showrunner · Cinematic Animation Director

Korean-Puerto Rican · U.S. Citizen · Korean F-4 Visa (ARC Holder)

Contact Information:



Address:

Conroe, Texas, USA
Busan, Republic of Korea

Work Availability:

Global (Remote)
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, hybrid, and on-site freelance, consulting, and contract opportunities across animation production, creative direction, IP development, visual direction, cinematic storytelling, and production consulting.

Experience

September 2019 – Present

Studio Kane LLC.

주식회사 스튜디오 케인

Founder & CEO

Creator and Series Showrunner of OUTLIER, a prestige animated Action/Romance drama developed through a proprietary hybrid 2D/3D production methodology and fully voice-first animation pipeline for international release.

Oversee all major aspects of production, including narrative development, visual direction, cinematic staging, animation supervision, and voice performance direction. Creative leadership emphasizes performance-driven character acting, emotionally grounded storytelling, and a stylistic fusion of Eastern animation sensibilities with Western cinematic realism.

Lead a multidisciplinary international team of 100+ creatives spanning storyboarding, layout, animation, compositing, sound, and production support while maintaining cohesive cinematic direction across the studio pipeline.

March 2013 – July 2019

Independent Animation Work

Freelance Animator & Visual Storyteller

Developed short-form narrative animation projects emphasizing stylized movement, cinematic visual storytelling, and emotionally driven character performance across both Western and Eastern animation pipelines.

Specialized in expressive character animation, dynamic action choreography, and “emotion-through-motion” performance techniques designed to enhance narrative immersion and cinematic pacing.

Collaborated with musicians, indie studios, and early-stage animation projects on pitch pilots, animated sequences, and visual development materials across a variety of independent productions.

Languages

English — Native/Bilingual Proficiency

Korean — Native/Bilingual Proficiency

Spanish — Professional Working Proficiency

Japanese — Limited Working Proficiency

Korean Sign Language — Elementary Proficiency

Multi-disciplinary director and creative executive with 10+ years of experience leading stylized, emotionally grounded animated productions across international pipelines.

Currently serving as Founder & CEO of Studio Kane, a dual-registered Korean and U.S. animation studio. Creator of OUTLIER (애니와 만화), a prestige animated Action/Romance drama developed through a proprietary hybrid 2D/3D production methodology.

Official Website: www.studiokane.art

Portfolio Website: www.skasha.art

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

Software Proficiency

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

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*)

Production & Office Tools

- Microsoft 365 Suite (*Excel, Word, Outlook, PowerPoint, Teams*)

Industry Highlights & Production Initiatives

- Approved for official Q&A panel and exhibitor presence at AnimeNYC through Studio Kane's industry partnership initiatives.
- Participated in interviews, creator spotlights, and industry discussions surrounding Studio Kane's production philosophy, ethical animation practices, and development of OUTLIER.
- Developed and implemented Studio Kane's proprietary "5-Pass Pipeline" (오백배 Method), integrating 3D precision with painterly 2D artistry for prestige-oriented animation production.
- Built and currently oversee an international production structure spanning creative talent across multiple countries and disciplines.
- Spearheaded cross-media development strategy for OUTLIER, including animated series production, companion manhwa adaptation, interactive digital experiences, and a global marketing rollout.
- Studio Kane recognized for its artist-first production philosophy, emphasizing ethical compensation structures, transparent operations, and sustainable long-term creative development.
- Engaged in ongoing industry outreach and exploratory discussions with Korean animation institutions and cultural organizations regarding long-term studio development initiatives.
- Participated in early-stage conversations surrounding international streaming distribution and long-term expansion opportunities for original animated IP development.