Abiola Batiste

Atlanta GA - (470) 494-2792 – abiolabatiste@gmail.com

Summary

Multidisciplinary creative blending animation, visual design, AI systems, and user-centered thinking to build immersive digital experiences. I develop cinematic visual worlds, motion systems, and interactive narratives that translate complex ideas into emotionally resonant storytelling. With a foundation in both digital animation and computer science, I move fluidly between concept development, rapid prototyping, AI-assisted workflows, and production execution. I combine artistic vision with technical fluency, building scalable creative systems that feel bold, intuitive, and purposeful. I thrive in collaborative environments where ambitious ideas need structure, experimentation, and decisive creative direction, delivering work that bridges storytelling, innovation, and real-world impact.

Education

Kennesaw State University   **May 2026**
Bachelor of Fine Arts: Digital Animation
Kennesaw, GA

Georgia Military College   **May 2022**
Associate of Science in Computer Science
Fairburn, Georgia

Work Experience

Main Street Artist Residency   **February 2026-Present**
Artist-In-Residence
Hapeville, Georgia

- Awarded competitive residency to design and produce Digital Mural animations celebrating Hapeville's history and community identity.
- Translated resident interviews and local archives into cohesive public-facing motion narratives and digital storytelling systems.
- Developed integrated visual and interaction frameworks spanning web prototypes, projection concepts, and branded assets.
- Managed creative timelines and cross-stakeholder collaboration with Hapeville City Hall and the Main Street Board.
- Refined installations through iterative testing and feedback, strengthening clarity, engagement, and narrative cohesion.

Duat Realm Studio   **February 2023-Present**
Digital Designer & Animator
Atlanta, Georgia

- Led concept development, storyboarding, and motion direction for digital products, short films, and original intellectual property.
- Designed cinematic motion systems and visual assets bridging narrative storytelling with digital product environments.
- Produced high-quality 2D and 3D animation, character design, and UI motion assets aligned with brand and story strategy.
- Maintained a 95 percent client and partner approval rating through strong execution and iterative refinement.
- Collaborated cross-functionally with writers, developers, and editors to deliver cohesive visual experiences from prototype to final delivery.

Kashmir World Foundation   **July 2024-Present**
Animation & Design Contributor
Remote

- Created animation sequences, illustrations, and VFX assets supporting a conservation-focused documentary.
- Participated in interdisciplinary Peer Review sessions evaluating creative direction, scientific accuracy, and project strategy.
- Improved pacing and visual clarity of scenes by 20–30% through motion design enhancements and transitions.
- Translated wildlife bioacoustics research and field documentation into accessible animated narratives, motion studies, and scientific visualizations.

Skills

- Creative Direction & Narrative Development
- Motion Design & 2D/3D Animation
- Experience & Interaction Design
- AI-Assisted Concept Development & Workflow Automation
- Visual Systems & Style Guide Creation
- Rapid Prototyping & Production Pipelines
- Research-Driven Design Strategy

- Collaboration & Leadership
- Cross-Functional Collaboration
- Creative Facilitation & Feedback Integration
- Stakeholder Communication
- Presentation & Visual Storytelling
- Strategic Thinking & Problem Framing
- Adaptability in Fast-Paced Environments

Activities

Animation & Visual Design Contributor, Seneca Immersive Art Exhibit – KSU (2025)

Unlocking AI Potential: Empowering Small Businesses for Success | Author *June 2023 – Present*