

ABIOLA BATISTE



CREATIVE TECHNOLOGIST | TECHNICAL ARTIST | ART DIRECTOR

Atlanta, GA ♦ 470.494.2792 ♦ duatrealmstudio@gmail.com ♦ duatrealmstudio.com

♦ SKILLS

ANIMATION & MOTION

Blender, After Effects (Compositing),
Moho Pro, Motion Capture Cleanup
(BlendArMocap)

DESIGN

Photoshop, Illustrator, InDesign, Figma,
Brand Identity Systems, Art Direction

PROGRAMMING

Python, JavaScript, React, HTML, CSS, Git
& GitHub

INTERACTIVE & IMMERSIVE

Unreal Engine, TouchDesigner, Projection
Mapping, Interactive Installation Design
(webcam and sensor-driven point
clouds), Generative Motion Graphics,
Exhibition and Installation Production

PRODUCTION & WORKFLOW

DaVinci Resolve (Color Grading),
Premiere Pro, Final Cut Pro, Rapid
Prototyping, AI-Assisted Workflows,
Pipeline Automation, Short Form Vertical
Content, VFX Compositing and Shot
Delivery

♦ EDUCATION

BFA, Digital Animation

Kennesaw State University
Kennesaw, GA · Summer 2026

AS, Computer Science

Georgia Military College
Fairburn, GA · May 2022

♦ LINKS

♦ [linkedin.com/in/abiola-batiste](https://www.linkedin.com/in/abiola-batiste)

♦ github.com/Losova

♦ PARTNERS

High Museum of Art · JapanFest Atlanta ·
Main Street Hapeville · Baar Media ·
Kashmir World Foundation

♦ PROFESSIONAL SUMMARY

Multidisciplinary **creative technologist and motion designer** bridging animation, code, and interactive media. Combines a BFA in Digital Animation with an AS in Computer Science to architect cinematic visual systems and custom creative tools. Fluent in Blender, Unreal Engine, TouchDesigner, Python, React, and the Adobe Creative Suite, with experience across production pipelines, web applications, brand identity systems, and immersive installations.

♦ PROFESSIONAL EXPERIENCE

Founder & Creative Technologist — Duat Realm Studio

Feb 2023 – Present

ATLANTA, GA

- ♦ Architected programmatic motion graphic compositions in code for short-form episodic content distributed across Instagram Reels, TikTok, and YouTube Shorts.
- ♦ Authored a custom Python add-on extending Blender 5.1 Eevee rendering for photorealistic animation pipelines across personal and client projects.
- ♦ Engineered **Reframe**, a React-based animation review and approval platform with integrated Stripe payment processing and a structured client feedback workflow.
- ♦ Designed and built **Arcane Table**, a browser-based interactive game with real-time game state and a responsive JavaScript front end.
- ♦ Built the **Mythology Rolodex**, a React and Vite writing prompt generator that combines four drawn cards (pantheon, figure, period, and style) into a single story brief, with client-side state, localStorage persistence, and a custom deck editor with JSON export.

Artist in Residence — Main Street Artist Residency

Feb 2026 – Jun 2026

HAPEVILLE, GA

- ♦ Designed and produced digital mural animations and projection-based installations celebrating Hapeville history and community identity, awarded through competitive residency selection.
- ♦ Translated resident interviews and municipal archives into cohesive motion narratives and interactive storytelling systems, culminating in a final walk presentation attended by **over 600 people**.
- ♦ Built integrated visual frameworks spanning web prototypes, projection mapping concepts, and branded asset systems while managing collaboration with Hapeville City Hall and the Main Street Board.

Animation & Design Intern — Kashmir World Foundation

Jul 2024 – May 2026

REMOTE · ROLLING INTERNSHIP

- ♦ Delivered **over 20 shots** of VFX and animation as lead animator on **Beyond the Noise**, a feature-length conservation documentary, translating wildlife bioacoustics research and scientific documentation into animated narratives.
- ♦ **Beyond the Noise** is a **FINALIST** at the Texas Documentary Film Festival, Winter 2026.
- ♦ Improved scene pacing and visual clarity by **20 to 30 percent** through motion design refinement while participating in interdisciplinary peer review on creative direction and scientific accuracy.
- ♦ Contributed across rolling internship sessions, working from research interpretation through final motion deliverables while coordinating remotely with a team of scientists, editors, and creatives.

♦ SELECTED PROJECTS

- ♦ **Operator 112** — Original animated short in development; leading concept, storyboards, direction, and animation pipeline.
- ♦ **Carson Waterman Exhibit** — Collaboration with the Seneca artist, bringing his artwork into motion and digital media.
- ♦ **DUAT MIRROR & NIGHT JOURNEY** — Interactive TouchDesigner projection installations built around webcam-driven point clouds, shown at gallery events.

♦ FILM CREDITS

- ♦ **The V** — Director of Cinematography, 2026
- ♦ **Kebab** — Director of Cinematography, 2025
- ♦ **Floaters** — VFX Artist, 2025