

Keaton Kubitz

Graphic Artist and Animator

Graphics Artist Specialist with experience in creating and designing assets for TV newscasts promotions, commercials, and video games

Contact Information:

Email:
kkubitz2@gmail.com

Work Phone:
(715)-701-3136

Education:

University of Wisconsin - Stout

BFA
Game Design
and Development

2D and 3D Specialist

Technical Skills:

Adobe Suite
Autodesk Maya
Blender
Cinema 4D
ZBrush
Unity Game Engine
Unreal Engine 4&5
XPression Designer
Microsoft Suite
MatterPort Camera
DSLR Camera
Javascript
Java
C / C++

Personal Skills:

Collaborative
Communication
Self-Motivated
Energetic
Attentive
Flexible
Leadership
Personable

Interests/Hobbies:

Gaming
Sports
Voice-Acting
Drawing
3D Sculpting

Work Experience

WFRV-TV CBS Local 5 (Nexstar Media Group)

Motion Graphics Designer/Promotions Producer (2020 - Present)

- Created assets for Local Newscasts in a fast paced industry
- Redesigned various shows with new and updated designs and graphics
- Designed new and original looks for local based programming following the creative process with a team
- Worked with various departments to create new Graphics Packages for TV Specials that can be used each year when certain events and stories come around
-> Examples: The NFL Draft and Election Cycles
- Worked with diverse clients to create and update promotions to showcase local businesses for target audiences
- Streamlined the Graphics production pipeline to Local 5's production team in order to allow for faster paced on air graphical adjustment
-> Example: Giving the production department the ability to adjust the size, position, and rotation of on screen graphics.

Gamesharkz

Flag 7: 3D Character Artist (2019 - 2020)

- Created 3D character models as well as their UV Layouts from 2D conceptual artists
- Optimized 3D Topology for various 3D Models to maximize their use in a 3D based mobile game
- Created the bi-pedal and quadruped based character rig for universal character rigged among all 3D Artists
- Helped create and control the workflow/pipeline for character and asset creation among the art and creative team to share various assets with the design team


**Check Out My Website for
a full look at my works:**

<https://keatonkubitz.com/>

Let's Connect:

 @kkub1996

 @kkub1996

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