



Keaton Kubitz

Graphical Artist and Animator

Results Driven Graphical Artist specializing in creating and designing assets for TV newscasts promotions, commercials, and video games

Goal:
To obtain a career in the field of Graphical Design with an organization that focuses on creative design with efficient and effective brand strategy

Contact Information:

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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++
 Content Creation & Editing

Personal Skills:

Collaborative
 Communication
 Self-Motivated
 Energetic
 Attentive
 Flexible
 Adaptive/Forward Thinking
 Personable

Leadership Experience

Knight of Columbus Officer
 TMYI Core Team Member
 YMCA Aquatics Coordinator

Work Experience

Motion Graphics Designer/Promotions Producer (2020 - Present)

WFRV-TV CBS Local 5 (Nexstar Media Group)

- Created Assets for Local Newscasts in a fast paced industry - Lower Thirds, Fullscreens, Monitors, Specialized Opens and Closes, Transitions
- Redesigned various shows with new and updated designs and Graphics
- Created new and original designs 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 that showcased local businesses to 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.

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

Gamesharkz

- Created 3D character models and 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 Quadraped based Character Rig for universal character rigged among all 3D Artists
- Collaborated to create and control the workflow/pipeline for character and asset creation among the art and creative team.

Office and Technology Assistant (2017 - Present)

Kubitz and Associates Fire and Arson Investigation Co.

- Documented Fire Scenes through Matterport 360° Camera Technology
- Sent Fire Scene scans to company cloud based server to create a virtual walkthrough environment.
- Organized and archived closed fire cases in both physical and digital formats which are shared with investigators throughout the organization.

Awards and Certifications

- Stout Game Expo 2019 - Best Gameplay Award**
- Stout Game Expo 2019 - Most Innovative Gameplay Award**