

DAVID KUETTEL

ART DIRECTOR – ILLUSTRATOR

Atlanta, GA
Dkuettel.com
Dkuett20@gmail.com
(952) 250-1514

Experience

Character Design Director

Floyd County Productions

10/2022-Present

- Director of Character Design for 'Archer' on FXX/Hulu, overseeing a team of artists and leads from concept to completion in pre-production for TV animation

Illustration Director

Floyd County Productions

2015-2016

- Director of Illustration for animated pilot, 'Cassius and Clay' for Fox Network, leading a team of 30+ Illustrators creating vector art and animation keyframes.

Character Designer

Secret Sauce Studio

2017

- Designed characters, turns, costume, and prop assets for use in animated cinematic cutscenes and gameplay for the video game 'Extinction', published in 2018 by Maximum Games.

Character Design Lead

Floyd County Productions

2017-2022

- Character Designer and Design Lead for FX's 'Archer', Hulu's 'Hit Monkey', Netflix's 'America: The Motion Picture' and 'Agent Elvis', creating concept art, designs, and managing teams of artists.

Education/Awards

Savannah College of Art and Design

BFA, Illustration

2007-2011

Magna Cum Laude

Primetime Emmy Award

Academy of Television Arts & Sciences

2016

Recognized for contributions to 'Archer', winner of Outstanding Animated Program 2016

Summary

Art Director, illustrator, and visual artist with over a decade of experience in vis dev for animation, video games, and sequential art. Fluent in the Language of Design, leading and managing teams of artists from creative development to finished product.

Clients include Netflix, Marvel, Hulu, FX, and Disney. Experience with film, television, music video, video game, comic book, and online media content projects; working as a graphic designer, illustrator, concept artist, and manager/director.

In 2016 our team at Floyd County Productions earned the Primetime Emmy Award for Outstanding Animated Program on animated spy comedy 'Archer'.

Highly skilled in team management on a tight deadline, and used to the rigorous schedules demanded by TV animation. Leadership experience both in-person and remotely.

Skills

Creative Team Management

Character Design - Vector/Raster Illustration

Graphic Design - Rigging

Animation Keyframing - Mouth Flap

Prop Design - Storyboarding

Highly Proficient in

Photoshop - Illustrator - After Effects

ToonBoom Harmony - Clip Studio

Adobe Creative Suite

Competent with

Blender - Maya - SketchUp

MS Office - Google Products - Automatic1111

Bilingual: English and French

Clients

