

DAVID KUETTEL

ART DIRECTOR-DESIGNER-ILLUSTRATOR

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Experience

Senior Designer

Peachtree Playthings
10/2022-2023

- Product designer for toys and licensed craft products, Responsible for product mechanical sheets, concepting, logo and package design for multiple lines of toy, craft, and stationary, as well as product mockups and samples.

Designer

Peachtree Playthings
01/25-4/25

- Created packaging and product design for licensed craft, figural, and creative merchandise for a wide range of properties, including Disney, Nickelodeon, Marvel, DC, Pixar, and more.

Character Design Director

Floyd County Productions
10/2022-2023

- 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

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.

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.

Freelance Designer and Illustrator

2009-Present

- Illustrated and designed children's activity books, musical album covers, comic books, label and logo design, novel covers, editorial and commercial work for various clients and projects.
- Designed characters for *Wandoo Reader*, a web-based online tool for children's library programs. Users can earn customizable characters by logging their reading progress in order to create custom digital avatars.
- 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.

Quality Assurance

Activision
2010

- Playthrough testing, bug reports, gameplay feedback for 'Cabela's Dangerous Hunts 2011' and 'Bakugan: Defenders of the Core', published by Activision in 2011

Photo Production Assistant

GEM Minneapolis
2006-2009

- Edited product images and oversaw photo-shoots for web and print catalogues. Organized product samples, built sets, and assisted with lighting and camera setup.

Summary

Art Director, illustrator, and graphic 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 Prime-time 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
Graphic Design
Vector/Raster Illustration
Packaging Design - Product Development
Layouts - Storyboarding
Character/Prop Design and Turnarounds
Mechanical Sheets
Toy, Game, and Stationary Design

Highly Proficient in
Photoshop - Illustrator - After Effects
ToonBoom Harmony - Clip Studio
Adobe Creative Suite
MS Office - Google Services

Bilingual: English and French

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

Clients

