

David Kuettel

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<http://www.dkuettel.com>

Summary

Art Director, Illustrator, and visual artist with over a decade of experience across the fields of 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. I have been involved on 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 proficient in Adobe Photoshop, Illustrator, After Effects, ToonBoom Harmony, Microsoft Office, and most recently Ai image generation and training via Stable Diffusion and Automatic1111.

Skills include team management and leadership, character design, vector and raster illustration, concept art, environment design, storyboarding, rigging, keyframe animation, and prop design.

Outside of my professional career, I enjoy blacksmithing, skiing, longboarding, martial arts, and spending long afternoons at the pool with my 2 children and wonderful wife.

Experience



Character Design Director

Floyd County Productions

Oct 2022 - Present (10 months)

Director of Character Design for 'Archer' on FXX, overseeing a team of artists and leads from concept to completion for TV animation.



Character Designer

Floyd County Productions

2017 - Sep 2022 (5 years)

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.



Character Designer- "Extinction"

Secret Sauce Studio

Feb 2017 - May 2017 (4 months)

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.



Illustration Director

Floyd County Productions

2015 - 2016 (1 year)

Director of Illustration for FX network pilot, 'Cassius and Clay', leading a team of 30+ Illustrators creating vector art and animation keyframes.



Character Illustrator

Floyd County Productions

2011 - 2015 (4 years)

Created vector assets of characters and props for 'Archer' on FX



Quality Assurance

Activision

Jul 2010 - Sep 2010 (3 months)

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

Education



Savannah College of Art and Design

BFA, Illustration

2007 - 2011

Magna Cum Laude

Skills

Art Direction • Adobe Creative Suite • Character Designs • Concept Art • Digital Illustration • Storyboarding • Graphic Design

Honors & Awards



Primetime Emmy Award - Academy of Television Arts & Sciences

2016

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