KEITH BOYLAN

3D Generalist & Motion Designer creating real-time experiences, cinematics, and interactive content for global brands.

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Richmond, VA

keithboylan.com

EDUCATION

Virginia Commonwealth University, Richmond, VA

BFA, Major in Kinetic Imaging, Minor in Psychology

Graduated: 2016, MCL

SKILLS + SOFTWARE

3D Modeling, Rigging, Animation, VFX

Autodesk Maya, ZBrush, Reallusion iClone, Touchdesigner

Motion Graphics, 2D Animation, Video Editing

Adobe After Effects, Adobe Premiere

Photo Editing + Digital Illustration

Adobe Photoshop, Adobe Illustrator, Clip Studio Paint

3D Texturing + Material Design

Substance 3D Painter, Substance 3D Designer

Game Engines

Unity, Unreal

UX/UI Design, Graphic Design

Figma, Adobe XD, Adobe InDesign, Adobe Illustrator, Canva

Additional Skills

Audio Design & Engineering, Version Control, Project Management

WORK EXPERIENCE

FREELANCE, RICHMOND, VA

Multimedia Designer | 2025 - Present

BRIGHTLINE INTERACTIVE, ASHBURN, VA

Director, 3D & Immersive Design | 2022 - 2025

- Managed, trained, and provided oversight to a team of designers creating 3D assets, real-time game environments, motion graphics, and video content for virtual reality training, web AR applications, and more.
- Developed technical design processes and pipelines.
- Provided creative reviews for the design team's work, giving feedback and guidance to ensure client requirements were met and final delivered work was high quality and error-free.
- Worked closely with teams representing clients including AT&T and Disney, and musical acts Imagine Dragons, RBD and Karol G to ensure that all Brightline projects complied with and fulfilled brand standards and guidelines.
- Designed and edited motion graphics, video content, and 3D assets (modeling, material design, and animation).

Principal Technical Artist | 2022

- Planned and evaluated technical solutions for the company's VR and AR design work and created documentation for newly developed processes and pipelines.
- Designed 3D and video-related client deliverables.
- Scheduled, planned, and distributed technical design work to ensure key design milestones were properly scoped and delivered.
- Assisted in mentoring and coaching team members to learn new skills and improve capabilities.

Lead Immersive Experience Designer | 2021 - 2021

- Designed motion graphics, user interfaces, and 3D assets and animations for interactive experiences.
- Assembled and designed pitch decks with custom graphics and 3D visualizations.
- Worked with developers in the Unity engine to build software for end clients including AT&T, Coca-Cola, Capital One, Toyota, Geico, and Cub Cadet.

Experience Designer | 2017 - 2021

3D Design Contractor | 2016 - 2017