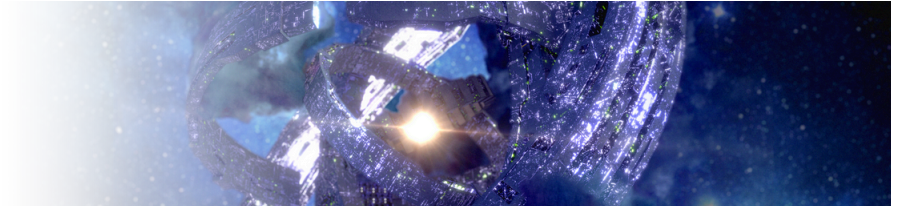# KEITH BOYLAN

📞 703 268 8286

✉️ keithpboylan@gmail.com

📍 15 W Glebe, C5, Alexandria, VA

🌐 keithboylan.com

EDUCATION

Virginia Commonwealth University, Richmond, VA

BFA, Major in Kinetic Imaging, Minor in Psychology

Graduated: 2016

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

Figma, Adobe XD, Adobe InDesign, Adobe Illustrator

PROFILE

I am a multimedia digital artist with 8 years of professional experience building immersive software for AR, VR, mobile web, and event-based activations.

WORK EXPERIENCE

BRIGHTLINE INTERACTIVE, ASHBURN, VA

Director, 3D & Immersive Design | 2022 – Present

- Manage, supervise, and train a team of designers to create 3D assets, game environments, motion graphics, and video content for virtual reality training, web AR applications, and touchscreen kiosk activations.
- Plan processes and delegate tasking for 3D & video-related design deliverables.
- Review design team deliverables and provide feedback and guidance to ensure client requirements are met and final delivered work is high quality and error-free.
- Design and edit motion graphics, video, and 3D content.
- Work with developers in game engines to build software for end clients including AT&T and Disney, and musical acts Imagine Dragons, RBD and Karol G.

Principal Technical Artist | 2022

- Planned and evaluated technical solutions for the company's VR and AR design work.
- Designed 3D and video-related client deliverables.
- Assisted Design Director in scheduling, planning, and distributing technical design work to ensure key technical 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 – 2022

Experience Designer | 2017 – 2021

- Designed motion graphics, user interfaces, and 3D assets and animations for interactive experiences.
- 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.

3D Design Contractor | 2016 – 2017