

NATHAN KREUZMAN

Creative Direction | Multimedia Design | Visualization

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EXPERIENCE

Senior Visual Artist

Kinetic Vision - Cincinnati, OH | Feb 2022 - Present

- Develops concepts and content through mockups, storyboards, rapid prototypes, and other materials to sell stakeholders on ideas. From this, worked with those customers to identify project needs and to solidify their vision.
- Generates high-resolution 2d/3d content for use in desktop and real-time rendering applications (Unity, Unreal Engine, WebGL, etc.).
- A key contributor while collaborating with multidisciplinary teams including developers, engineers, project managers, and others to define the visual direction for each client.
- Cross-supports multiple departments to integrate new technologies and workflows that are accelerating the production process.

Visualization Specialist III

Analytical Mechanics Associates - Hampton, VA | June 2020 - Feb 2022

- Managed Marketing 2d/3d animations, renderings and interactive experiences for NASA's Artemis Mission and Langley Research Center
- Collaborated with design, engineering, and scientific teams to accurately capture the direction of each affiliated project for NASA.
- Provided advanced level of technical expertise in 3d Modeling, lighting, rendering, interactive development, and creative direction.
- Acted as a conduit in Optimizing workflows and streamlining asset for Unreal Engine, Modo, and other 3D applications.

Visual Designer

Gulfstream Aerospace - Savannah, GA | July 2018 - May 2020

- Created architecturally accurate, photo-real, CG models, finished renderings, animations, and VR experiences for aircraft interior, exteriors environments.
- Took charge collaborating with Marketing, Design, and Engineering teams to strategize clients visual aesthetic.
- Participate in formal Customer Presentations with Sales, Completions, Delivery, and Interior Designers.
- Interfaced and communicated with Chairmen/CEOs of Fortune 500 companies and high net worth individuals to meet business objectives.
- Worked with internal and external partners in the development of proprietary visualization applications and tools.

Senior Technical Illustrator

SpaceWorks Enterprises, Inc - Atlanta GA | March 2015 - July 2018

- Managed conceptual 2d/3d animations, renderings, Interactive experiences, and marketing materials for clients including NASA, DARPA, US Air force and others.
- Worked with design and engineering teams to develop Technically feasible concepts for air and spacecraft.
- Partnered with other developers to design the company's websites through HTML/WordPress. From this, increased the general traffic and interest to the company.
- Evolved and elevated the company's branding throughout projects, proposals, and other marketing materials.

SOFTWARE

Maya, 3ds Max, Unreal Engine, Modo, Zbrush, Photoshop, Nuke, Substance Painter/Designer, Vray, Arnold, Redshift, Iray, Renderman, After Effects, Illustrator, Indesign, Acrobat, Microsoft Office, Figma, XD, Perforce, Jira, Trello, Excel, Python

SKILLS

Creative direction, multimedia design, visualization, project management, pipeline development, real-time rendering, game design, video editing, VR, UI/UX design, animation, high/low poly 3d modeling, 3d scanning, 2D/3D texturing, graphic design, web design/development, CAD/CATIA conversion, file management

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts (BFA) Visual Effects, August 2011 - March 2015

- Cum Laude, Dean's List, Award: \$10,000 Artistic Honors Scholarship annually.
- Collaborated with students to create "NO-A" Graduate film winning a Red Dot Award for best animation, SCAD animation "best in show" - September 2015.