

RICHARD KUTA

SENIOR DESIGNER

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PROFESSIONAL PROFILE:

Over twenty-five years experience of working with reputable; forward-thinking companies in tech and entertainment. Harbors a flawless track record in maintaining a professional work ethic, a consistent flow of productivity, and can develop aesthetically pleasing visuals from concept to completion.

EDUCATION:

Academy of Art University, San Francisco

Bachelor of Fine Arts – Digital Design

1999 – 2005

HIGHLIGHTS:

- Extensive background in digital production, graphic design, generative AI, slidedecks, motion graphics, responsive web/mobile, and project management.
- Experience in resizing artwork for various media such as digital and print.
- Light color correction and photo retouching experience.
- Coordinated group projects involving artistic, responsive, native design techniques.
- Proficient with industry tools.
- Worked in B2B, B2C, C2C agency environments.
- Ability to multitask while adhering to pressure-cooker deadlines.
- Has the finger on the pulse on current trends.
- Strong layout composition, typography, branding, and holds high graphic standards.

SKILLS:

- Adobe Creative Suite, Figma, Zeplin and InVision.
- MacOS, iOS, WinOS, MS Office, Keynote, Numbers and G-Suite.
- Graphic Design, Motion Graphics, Digital Production, Video Editing, and Art Direction.
- Responsive Web, Mobile Development, HTML5, JavaScript, and CSS.

WORK EXPERIENCE:

Microsoft Xbox, Redmond, WA (remote)

Oct 2022 – Jan 2024

Sr Creative Designer

- Designed visually engaging assets to market Game Pass (both PC and Console).
- Assembled monthly slide deck presentations to pitch fun campaign concepts.
- Collaborated with team members on large scale projects i.e. merch and events.
- Created adverts and dynamic collateral to promote multiple IPs and products.

Verimatrix, San Diego, CA (remote)

May 2022 – Aug 2022

Sr Production Artist

- Oversaw projects from conception to delivery.
- Designed infographics, emails, landing pages, banners, and presentation slide decks.
- Generated ideas to portray concepts to market products/services/events.
- Maintained brand consistency throughout all marketing deliverables.

IndigoSlate x Microsoft, Mountain View, CA

Sept 2021 – Feb 2022

Sr Visual Designer

- Worked as a team to collaborate and coordinate projects.
- Designed interactive advertisements for all devices.
- Created banners and deliverables for Microsoft products and services.
- Constructed UI content for landing/web pages and e-marketing solutions.

SEGA Hardlight, England, UK (remote)

June 2020 – April 2021

Sr Marketing Graphic Artist

- Brainstormed campaign concepts for Sonic Dash / Sonic Speed Battle.
- Provided mocks ups, layouts and marketing collateral for various mobile games.
- Collaborated with other Sega branches and Sonic Team Japan.
- Designed adverts, infographics, and banners for the Rally4Sally twitter campaign.

CBS Interactive, San Francisco, CA

Sept 2019 – April 2020

Sr Interactive Designer / Production Artist

- Developed fully responsive and optimized advertisements across all devices.
- Networked with a multitude of internal/external stakeholders.
- Provided marketing collateral for CBS sponsors/branded media.
- Utilized advance artistic principles to create visually engaging promos.

Rakuten (Ebates), San Mateo, CA

Feb 2019 – July 2019

Sr Branding Designer

- Executed digital designs for various companies in a wide range of industries.
- Collaborated in the creative process with the development team.
- Produced assets such as banners ads, landing pages, and emails.
- Maintained brand standards across color, font, composition and quality.

Amazon, Palo Alto, CA

Nov 2018 – Jan 2019

Creative Lead Designer

- Designed marketing collateral for holiday deals (gateway assets, e-marketing solutions, banners, and social ads).
- Developed marketing assets for vertical channels (new builder, CES, and events)
- Conceptualized product campaigns via print, web, mobile output.
- Established branding guidelines and identities.

Oracle, Redwood City, CA

Jan 2012 – Oct 2018

Sr. Interactive Designer / Project Manager

- Spearheaded projects in dual-role. Responsible for upholding design guidelines, brainstorming ideas on how to make new products aesthetically pleasing, overlaying theme correlation, advertise services, events, and approving team assignments.
- Designed and optimized interactive banners, icons, imagery, and components for Oracle's site and Oracle's event pages—JavaOne, OpenWorld, CloudFest Music Event.
- Extended marketing assets across different platforms such as digital, print, mobile, smart device, desktop.
- Created visual solutions for campaigns, products, services and events unifying branding patterns—Oracle/Marvel Avengers joint promo, Oracle Mobile.

Disney Consumer Products, San Francisco, CA

Dec 2009 – Oct 2011

Web Content Producer

- Designed mockups, layouts and e-marketing templates.
- Established branding identities.
- Created websites, landing pages, and digital advertisements for DVDs, Blu-Rays, and video games.
- Contributed and oversaw artistic insight for various campaigns—Pirates of the Caribbean IV.