

# Steve Kovo

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## SUMMARY

I am a highly disciplined generalist artist with a wide range of creative and technical skills. 16+ years in animation, design, and creative technology. My experience directing & leading art teams, building brands, and shipping game titles has helped me develop as a reliable artist and confident leader. I've developed strong communication and organizational skills working directly with clients both in-house and remote on projects small and large.

## WORK EXPERIENCE

### **Animator, Motion Designer**

Freelance - December 2015 - current

- Responsible for storyboarding, character design, style frames, illustration, animation, and sound design.
- Responsible for client onboarding, writing proposals, pitching to clients, and guiding clients through feedback cycles.
- Directed artists (illustrators, designers, etc). Cast, hired, and directed voice-over artists.
- Created the majority of GoNoodle's and CharacterStrong's animated content libraries. Designed a completely original cast of characters for CharacterStrong & adapted GoNoodle's champ characters for animation. Helped script and fully design SEL lessons, brain break exercises, mindfulness content, music videos, and more.
- Founded a B2B Motion Design & Animation studio called Runner.

### **Technical Artist, UX & UI Designer, Co-Founder**

Naut - May 2014 to December 2015

- Co-founded a San Francisco based mobile games & app development studio.
- Lead UX and art / design for multiple game and app projects.
- Developed over 10 game titles for PC and mobile. Worked closely with GoNoodle to design and develop custom game titles played by over 14 million people. Self-published 3 mobile titles on Android and iOS.

### **Technical Artist, UX & UI Designer**

Filament Games - September 2011 to May 2014

- Responsible for bridging the gap between the art team and the developers on educational games & apps.
- Lead UX and art / design for multiple game projects. Integrated art assets, designed & tested user flows. Also designed, animated, and integrated UI components.
- Worked on over 20 game titles with a number of clients including McGraw-Hill, Macmillan Publishers, Kno, MIT, Curriculum Associates, The InfiLaw System, Quest to Learn, and iCivics.

### **Animator, Illustrator**

Freelance - January 2008 to September 2011

- Worked as a course developer at a K-12 distance learning company.
- Worked as the sole animator on a feature documentary film, Addiction Incorporated (2011).

## SKILLS

2D Animation, Character Design, Concept Art, Environment Illustration, Cel Animation, Frame-by-Frame Animation, State Machines, Video production, Motion Graphics, Graphic Design, Branding & Identity Design, Typography, Traditional Illustration, Vector Illustration, UX Design, UI Design, 3D Modeling, Asset Integration, Web Development, JavaScript, React JS, Ionic, PHP, HTML, CSS, version control, FTP, Wordpress, Excel, Agile, Creative Direction, Art Direction, Team Management, Game Design, Running Playtests, Designing User Flows, Wireframes, Prototyping, UI Mockups

## SOFTWARE

Adobe, After Effects, Premiere Pro, Photoshop, Illustrator, Animate, Audition, Toon Boom, Procreate, Procreate Dreams, Sketch, Figma, Rive, Lottie, Blender, Unity, Unreal Engine, Game Maker, Jira, Notion, Trello, Asana, Monday, Basecamp, Frame.io, MS Office, Google Apps

## ACCOMPLISHMENTS

- Shipped over 30 games for PC and mobile
- Games played by over 14 million people
- Animated content with over 50 million views on YouTube
- Clients include: Nickelodeon, Cartoon Network, Amazon, Showtime, GoNoodle, University of Wisconsin, Nature's Way

## REFERENCES *(Contact for more information)*

- **Dan Norton** - Chief Creative Officer and Founding Partner at Filament Games
- **Abby Pecoriello** - Creative Consultant & Co-Founder of GoNoodle
- **Erik Holman** - Co-Owner / Animation Director at Blackbox Visual
- **Arthur Low** - Technical Director at PUBG Madison