

Steve Kovo

Visual storyteller and creative problem solver experienced in developing efficient processes to deliver high-quality results within tight deadlines.

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TOOLS

UI / UX

Figma
Sketch
Adobe XD
Figma
Miro

Graphic Design

Illustrator
Photoshop
InDesign
Procreate

Animation

Rive
Lottie
Adobe Animate
After Effects
Toon Boom
Blender

Web Dev

JavaScript
Node JS
React JS
Firebase
PHP
HTML
CSS

Game Dev

Unity
Unreal Engine

Audio / Video

Premiere Pro
Final Cut Pro
Adobe Audition

SKILLS

Wireframes, Storyboarding, Style Frames, Mockups, Concepting, Prototyping, Storytelling, User Testing, Game Design & Principles, UX, UI Design, Web & Mobile UI, Graphic Design, Visual Design, Motion Design, 2D Animation, Character Animation, Character Design, Illustration, 3D Modeling, Asset Integration, Web Development, Branding & Identity Design

EXPERIENCE

Animator, Fetch

Madison, WI | May 2024 - present

Responsible for character animation in Fetch's mobile app using Lottie and Rive, transitioning animation production in-house from external vendors.

Responsible for researching and developing new tools and workflows to advance animation and interactivity in the app.

Collaborate with software engineers to integrate assets efficiently, focusing on reducing file sizes and improving performance.

Collaborate with the product team on UX design to enhance user engagement by further gamifying the Fetch app.

Motion Designer, Freelance

Madison, WI | Dec 2015 - May 2024

Led a full-service B2B motion design business producing motion and video content.

Led character animation for GoNoodle's app & platform.

In charge of character design and video production for CharacterStrong's SEL curriculum.

UX / UI Designer, Naut Games

San Francisco, CA | May 2014 - Dec 2015

In charge of user experience and interface design for GoNoodle's game channel content.

Designed web and mobile experiences used by over 14 million people.

Technical Artist, UX, Filament Games

Madison, WI | Sep 2011 - May 2014

Led UI design and art direction for over 20 games and app titles.

In charge of asset integration and communication between art team, engineers, & PMs.

Designed wireframes and prototypes, and performed play tests to improve game design and mechanics.

Conducted user research including interviews and usability tests to identify opportunities for UX improvements.