

# Steve Kovo

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Lead Animator with 16+ years of experience in tech, games, and marketing. Creative problem solver and team player with a passion for storytelling driven to exceed expectations.

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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  
NodeJS  
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

### Lead Animator, Fetch

Madison, WI | Feb 2025 - present

Leading animation strategy & development for the Fetch app, and driving design improvements to strengthen brand cohesion & enhance the user experience.

Spearhead R&D on new tools & workflows to streamline animation production, optimize efficiency, and elevate user engagement through gamified interactions.

### Animator, Fetch

Madison, WI | May 2024 - Feb 2025

Responsible for character animation using Lottie & Rive, leading the transition of animation production from external vendors to in-house.

Collaborated with engineers to integrate assets efficiently, optimizing file sizes and boosting app performance while maintaining visual quality.

### Motion Designer, Freelance

Madison, WI | Dec 2015 - May 2024

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

Led character animation for GoNoodle's app & platform.

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

### UX / UI Designer, Naut Games

San Francisco, CA | May 2014 - Dec 2015

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

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

### Technical Artist, UX, Filament Games

Madison, WI | Sep 2011 - May 2014

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

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

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

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

### Animator, Freelance

New York City, NY | Sep 2009 - Sep 2011

Led animation for the feature documentary film, Addiction Inc.

Provided illustration & animation services for many clients across a variety of projects.

### Course Developer, KC Distance Learning

Bloomsburg, PA | Mar 2009 - Sep 2009

Led development on a two-part language course.

Responsible for developing interactive web content within the company's LMS.