

# KEVIN BURGESS

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Portfolio: [www.kevinburgess.com](http://www.kevinburgess.com)

## SUMMARY

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Senior Design Manager with extensive experience building and leading global design teams for successful advertising campaigns and new product launches. Excellent history of implementing progressive production and design processes to streamline operations, increase productivity and drive company growth. Top strengths include creative design, team leadership, process improvement, project and vendor management, company branding and data analysis.

## TECHNICAL SKILLS

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**Microsoft Dynamics  
Animation & 3D**

**QuickBase  
Graphic Design**

**Adobe Creative Suite  
Video Production**

**Salesforce  
Excel & Power BI**

## EXPERIENCE

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**2015 – Present**

**KOMPAN**

**Austin, TX**

*Sr. Design Manager*

- Led international design team that has grown business from \$11M to \$62M over four years for a B2B and B2C advertising and marketing studio of a global playground manufacturer; personally recruited, trained and scaled team up from four to 16 designers in two cities
- Overhauled production pipeline and shifted to photo-realism approach that improved visual quality, increased productivity by 300% and is now recognized as industry-leading; methods were implemented at 12 other company subsidiaries worldwide
- Created animation that successfully convinced key client to sign \$1M contract with KOMPAN in 2019
- Managed between 200-300 projects per month at an average of \$34K utilizing a variety of tools and methods such as Agile/Scrum; developed custom Gantt charts and wrote scripts for tracking data
- Collected, organized and visualized data to identify and present trends to senior leadership for business decisions, such as adding headcount or quantifying performance
- Developed career progression model which was implemented throughout company across 12 other locations; current team has maintained 95% retention, the best rate out of entire company worldwide
- Built positive company culture and brand while leading creative teams and conducting team-building activities
- Directed media and art production for company's LinkedIn and Facebook channels
- Nominated for the Global Award for Design and Visualization for animation project in 2019

**2013 – 2015**

**Synect Media**

**Redmond, WA**

*Lead Designer*

- Led 3D design team during four international advertising campaigns for Microsoft that launched in 62 stores worldwide in a client-facing role that included pitching creative, receiving feedback and coaching team to meet client requests; won Screenmedia award for the Titanfall/Xbox launch in 2014
- Implemented new animation techniques for creating 2D and 3D while overseeing process improvements and change management for a team of eight designers
- Launched four advertising campaigns, including the Microsoft Surface Pro and multiple Xbox video games
- Utilized Adobe Creative Suite, including After Effects, InDesign, and Illustrator, Maya, 3DS Max and V-Ray to make 2D and 3D digital media

**2012 – 2014**

**The Art Institute of Seattle**

**Seattle, WA**

*Director of Media*

- Managed faculty performance, including 24 full-time and 26 part-time teachers, while concentrating on improving quality in the classroom, creating new classes, writing curriculum and recruiting top teaching talent
- Served on Senior Management Team to plan the fiscal budget for seven undergraduate programs for 340 students with an annual operating budget of \$550K
- Recruited Professional Advisory Council consisting of 16 art and creative directors from video game companies in under four months; held meetings, obtained feedback and implemented changes in the classroom

**2010 – 2012**

**DigiPen Institute of Technology**

**Redmond, WA**

*Department Chair/Associate Professor*

- Managed faculty performance of 6 full-time and 12 part-time teachers while establishing high-quality metrics and introducing new electives to the college, such as Digital Sculpture, Character Modeling and Rigging to promote student engagement and satisfaction
- Co-authored the MFA degree for Character Art and project managed the curriculum and syllabi through State and National accrediting bodies; program has grown by over 250% since 2012
- Taught 26 classes in 2.5 years

**2000 – 2009**

**Microsoft Game Studios in the ACES Studio**

**Redmond, WA**

*Outsource Vendor Manager/Character Artist/Vehicle Lead/3D Artist*

- Shipped 8 AAA titles in the Flight Simulator, Combat Flight Sim and Train Sim franchises over nine years
- Managed five different outsourced contracts with three international vendors in Vietnam, Russia, and Salt Lake City each between \$100K and \$200K; wrote specification documents, established milestones and oversaw quality control throughout the production cycle
- Led team of 2 FTE's and 2 CSG's to create 23 characters in six months; tasked and project managed the feature to hit the delivery date three days early while exceeding quality expectations
- Created 3D modeling, texture painting and technical animations throughout the whole spectrum of production

## **EDUCATION**

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**Arizona State University**

**Tempe, AZ**

*Master of Business Administration with emphasis in Product Development, Marketing, & Data Analysis (2017)*

*Bachelor of Science in Interactive Computer Graphics (1995)*

**Academy of Art University**

**San Francisco, CA**

*Master of Fine Arts in 3D Modeling & Animation (2010)*