



BRITTANY KURTINECZ

Adaptive Self-Motivated Creative with Strong Skills in Media Production

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TECHNICAL SUMMARY

Creative Director and XR / 3D Motion Specialist with experience in virtual production, real-time 3D pipelines, immersive media and interactive systems. Proven Leadership across film, live-broadcast, branded content, and experimental digital projects. Strong background in media production, motion capture and cross-disciplinary team direction.

RELATED EXPERIENCE

- Creative Director** - VEGA Studio Japan
- Nov 2021- Present
- Built and scaled the Media Department (Vega Studio)
 - Led end-to-end creative direction and production pipelines for innovative, world-class, technological systems.
 - Designed and implemented 3D/CG production workflows that strengthened sales proposals and accelerated project alignment.
 - Integrated motion capture (Rokoko) and tracking systems (Antilancy, HTC Vive Mars) into real-time content creation.
 - Directed teams of editors, technical artists, and producers across complex and time-sensitive productions.
 - Maintained production schedules and quality benchmarks.
 - Served as creative lead on live broadcast and virtual production deliverables; aligning creative objectives with technical feasibility.
 - Supported initiatives for a diverse portfolio of Fortune 500 clients across the APAC region.

- Freelance Creative Director & 3D/XR Artist**
- 2012- Present
- Produced cinematic real-time visuals, immersive XR projects and animations for brands, festivals and digital platforms.
 - Conceptualized and produced immersive XR, real-time visuals, and motion design for experiential art and narrative projects.
 - Delivered motion-driven cinematic assets for the *Nike x Peaceminusone : KWONDO II* campaign (2023); contributing to high-impact, performance lead storytelling.
 - Designed and presented large-format digital installations; including *NEOSHIBUYA TV* at Shibuya Crossing and NFT displays in Times Square.
 - Curated and produced exhibitions / live-events in virtual spaces, engaging global audiences in interactive digital experiences.
 - Collaborated closely with directors, developers and technical teams to align storytelling, performance and creative vision.

EDUCATION

Kutztown University of Pennsylvania

Bachelor of Fine Arts - Studio Art

2012- 2016

Dual Major in Time-Based / Experimental Media and Painting, Minor in Art History.
[Graduated Summa Cum Laude]

KEY SKILLS:

Creative Direction

3D Generalist

Cross-Functional Collaboration

Creative Storytelling

Pre-visualization + Shot Development

Real-Time 3D + Virtual Production Pipelines

Motion Capture + Cleanup Workflows

Pipeline Development

EXPERT:

Unreal Engine

Blender 3D

Aximmetry

ROKOKO Motion Capture

Davinici Resolve Studio

Adobe Creative Suite

CLO

HTC VIVE Mars

Affinity

LEARNING:

Unity

Nuke VFX

Mari

Houdini SideFX

TouchDesigner

A.I.

ChatGPT

Midjourney

ElevenLabs Ai

Beeble

ComfyUI

*References available upon request

Portfolio + Demo Reel

