



BRITTANY KURTINECZ

Adaptive Self-Motivated Creative with Strong Skills in Media Production

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American based in Tokyo. Willing to re-locate.

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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 (Antilazency, 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

Portfolio + Demo Reel



*References available upon request