KARIM FATKHUTDINOV

Mobile: (336) 350-6497   **Email**: karim.fatkhutdinov@gmail.com   **Website**: karimfatkhutdinov.com

EDUCATION

University of North Carolina School of the Arts
Winston-Salem, NC

B.F.A. Production Design   *2022-2026 (exp.)*
GPA: 3.85

Utahloy International School Guangzhou
Guangzhou, China

IB Diploma   *2018-2022*
Final Score: 44/45

SKILLS

- Set & Spatial Design
- CAD
- 3D Modeling
- Rendering
- Carpentry & Woodworking
- Graphic Design
- Structural Design
- Miniature/Model-making
- Video Editing
- Audio Mixing
- Truck Driving (up to 5-ton)

SOFTWARE

- Rhino
- Sketchup
- Unreal Engine 5
- Vectorworks
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects

LANGUAGES

- English
- Mandarin
- Russian
- Spanish

EXPERIENCE

TEACHING ARTIST   2023 - Present
ArtistCorps - UNCSA

- Created and led weekly arts-integrated lessons for K-4th grade classrooms.
- Guided K-8th grade students through visual arts projects.
- Built long-term community in Title I schools across Winston-Salem, NC.

ART DEPARTMENT ASSISTANT   BET+   2025
Assisted Living S7 - Tyler Perry Studios

- Organized department materials and schedules, compiled notes, and worked with other departments to facilitate the work of the production designer and art director.
- Coordinated the work of several departments through careful script reading and compiling lists of graphics, props, and set dressing.
- Printed and mounted graphics used in the show on various materials (i.e. paper, vinyl, foam).
- Worked with the art director to create an updated floor plan of the set including backdrops and greenery.
- Accompanied production designer and art director on set walkthroughs and warehouse visits.

ART DEPARTMENT ASSISTANT   nickelodeon   2024
Young Dylan S5 - Tyler Perry Studios

- Compiled and presented the production designer's work by organizing renders and technical drawings, keeping track of new set elements, and creating display boards.
- Coordinated the work of several departments through careful script reading and compiling lists of graphics, props, and set dressing.
- Printed and mounted graphics used in the show on various materials (i.e. paper, vinyl, foam).

ART DIRECTOR   2024
Architectures of Memory - Filmuniversität Babelsberg Konrad Wolf

- Worked with a production designer from Konrad Wolf Filmuniversity in Germany to facilitate the US-side art department by sourcing materials, budgeting, scheduling pickups, and regularly reporting on production status.
- Served as the US-side representative for design of the documentary mini-series when working with the producers and cinematographer.
- Realized the designer's vision as a physical environment while factoring in local materials, vendors, and needs of other departments.

PRODUCTION/GRAPHIC DESIGNER   2023-2024
1716 Digital

- Production Designer on short film *Shallow* (Virginia Film Festival, National Film Festival for Talented Youth, RiverRun International Film Festival).
- Graphic designer on feature film *Days of August* (Prime Video, Tubi).