

# KARIM FATKHUTDINOV

karimfatkhutdinov.com

## EDUCATION

### University of North Carolina School of the Arts

Winston-Salem, NC

B.F.A. Production Design 2022-2026  
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
- Programming (Python, C#)
- Miniature/Model-making
- Video Editing
- Audio Mixing
- Truck Driving (up to 5-ton)

## SOFTWARE

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

## LANGUAGES

- English
- Mandarin
- Russian
- Spanish

## EXPERIENCE

### ASSOCIATE SPATIAL DESIGNER

2023 - 2026

Agency EA

- Working with clients to creatively develop visuals, environment, and guest experience for branded events.
- Designing original floor plans, models, and renderings to support client needs and creative strategy.
- Creating spec packets and working with vendors, fabrication shops, and production team to realize builds and installation.

### TEACHING ARTIST

2023 - 2026

ArtistCorps - UNCSA

- Created and led weekly arts-integrated lessons for K-4<sup>th</sup> 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).