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Employment History

Freelance Illustration and Design

01/04 - present

A consistent relationship with the music industry working with labels that include Metal Blade, CandleLight, Century Media, The End and Van Recordings creating album cover art, CD packaging design/layout and apparel design for the following bands: Death From Above 1979, Nachtmystium, Early Man, Lightning Swords of Death, Abigail Williams, Endless Blizzard, Goatwhore, Green & Wood, Huntress, Nails, Cattle Decapitation, Urfaust, General Surgery, Witness the Reckoning, Murder Manifest, Rusty Eye, Magrudergrind and many more.

Bummer High Skateboards I created three series of artist decks, a total of nine collectable board designs as well as a tour poster for their rider's traveling exposition. For Bummer High many of the deck designs I also prepped the art for their apparel line as well.

I have continued to be active in illustration and design for apparel working with art directors and designers for leading corporations in the industry with Tony Hawk, Christian Audigier, Salvage, Warlord Clothing and C.S.A Trading.

Since 2008 I have created every poster for the largest metal festival in america, The Maryland Deathfest. The silkscreened signed and numbered editions have become notorious and highly collectable.

Two poster illustrations for touring European metal festival, The Bonecrusher Tour for 2009 and 2010.

Logo design/ illustration for Mr Dean's Cookies, an up and coming "boutique cookie" marketed to hip lifestyle retailers.

Chaos Lighting for Walt Disney Company

Burbank, Ca

10/10 to 11/10

L.E.D Technician for Disneyland Tokyo Fantasmic Show. Installation, placement and alignment of Galaxian L.E.D. technology on to the surface of massive animatronic floats and Cinderella's ball gown to be worn by a Disney character actress.

Salvage Clothing

Vernon, Ca

04/05 to 12/06 and 03/07 to 12/08

On site designer creating hand drawn illustration and original lettering for high end t-shirt couture, overseeing every level of production, printing samples in the screen shop, development and conceptualization of new lines, color separation, working close with art directors, other designers and the creator/ owners of the Salvage line. Resident "guy who can draw" thus assisting in many subsidiary and related clothing lines including Libertalia and the sister company "Skinny Minnie".

Seven Days Productions

Hollywood

02/ 07 04/07

Production designer and lead artist for supernatural horror film "Seven Days". Duties included working close with the producers and director to create tone and environments on a shoestring budget. Largely my work focused on the major set piece, the killers lair which I designed and dressed. Total coverage with obsessive drawings that I created for the film. Fabrication of major props and weapon designs.

Scribble Productions

West Hollywood

1998-2000

Art Director and lead artist for internet animation channel created and owned by Amanda Demme. Duties involved character design and development, creating story bibles, designing environments, scripting, managing the creative department, hiring and training new artist/animators, development of new shows, directing voice actors.

Achey Breaky Toys

West Hollywood

1997 to 1998

Toy designer for "Mullethead's" toy line. Six comedic, rural action figures created for the artist toys collector market. Working close with owner Jonathan Cathy through the early sketch phase, to full turn-arounds, prototyping, promotion and convention appearances.

Newline Cinema "Spawn" Feature film

Hollywood

1996

In studio conceptual artist working with director Mark Dippe for six weeks, designing characters, props, and vehicles for the live action film version of the titular Todd Mcfarlane comic book character.

Cyclops Entertainment

1995- 1996

Art Director and conceptual artist for original licensing company. I generated character designs and key art for three intellectual properties developed in house for video games, feature films, and graphic novels. One of which (The Custodians) was optioned by Newline Cinema with Ted Demme set to direct, but following his death the project was dropped and remained sadly un-produced.

Sega Soft

Diamond bar

1994 to 1995

Character designer on the "Engine Head Ed" video game. My duties focused on the design of enemy characters, game levels and story boarding game play which I also designed while working closely with Producer Frank Hsu and Lead Game Designer William Kier on key interactivity gimmick driven themes.

Education

Art Center College of Design
Pasadena California Graduated 2003
BFA in Illustration

Skills

Academic background in traditional figurative drawing, painting, lettering, logo design, ideation, conceptualization. An ability to imitate a wide range of existing artistic styles to meet the needs of any project. Ten years experience with the Macintosh platform. Advanced knowledge of software includes: Adobe Photoshop, Adobe Illustrator, Microsoft Word. Excellent supervisory and communication skills. Able to perform multiple tasks simultaneously while adhering to strict deadlines.

