

## Objective

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To obtain a responsible position that will allow me to utilize my training, experience, and outstanding artistic talents, including but not limited to, drawing, painting, illustration, concept art and graphic design. I am willing to take on contract, part-time or full-time employment.

I look forward to putting a strong work ethic, efficiency, and attention to detail to work for you, whether in a team or individual project.

## Experience

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### Freelance Design

2008 – Present

Freelance illustrations, graphic, logo & web design.

### Bonus Marks Entertainment

2007-2008

Artist for independent video game firm. Responsible for concept art, as well as in-game art.

### Mars' Hill Newspaper

2008

Layout design and illustration.

### Smooth Studios

2002-2007

Vice President of an award winning graphic & web design firm. Responsibilities included design, marketing and client relations.

## Education

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### Trinity Western University

2008

Bachelor of Arts in Visual Art & Design  
History Minor

### Trinity Western University

2008

Certificate in Video Game Design Fundamentals

## Skills

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Artistic skills include drawing, painting, graphic design and illustration. I am proficient in Adobe Photoshop, Illustrator and InDesign.

Noted for a strong work ethic, efficiency, and the ability to complete projects accurately and on time while giving attention to detail.

Highly flexible and adaptive, with a positive attitude. I am able to grasp new technology and concepts quickly. Demonstrated client relation skills, as well as creative, yet logical thinking will be of benefit to your project or company.