

Veteran visual designer / art director / product architect with strong artistic eye and over twenty years experience in publishing, graphics, film, interactive and web media, seeking graphic design opportunity.

KEY SKILLS

Graphics Software:	Adobe Master Suite (Photoshop / Illustrator / Flash / InDesign) • DAZ Studio Pro
Other Applications:	MS Office Suite • Adobe Audition • Adobe Premiere Pro • Sony ACID • Sony SoundForge • Sony Vegas Pro
Systems:	Windows and Mac OS
Other Skills:	Print layout • Traditional cartooning/animation • Illustration • Poster & book cover design • Voice acting • Screenwriting • Game design • Collaborative worldbuilder

WORK EXPERIENCE

Freelance (Seattle/Port Orchard, WA) - Design & Writing 2002-Present

For the past 20 years, I have been a freelance project architect across multiple channels. I have designed original and licensed game content, including artwork, layout and narrative, as well as authored and designed book trade fiction and nonfiction, and comic book properties. I have owned and managed the entire publishing process from concept through release, including interior art, graphic design and layout for both print and digital mediums. I have designed original advertising graphics for print and web. Design clients include Zombie Orpheus Entertainment, Deep7 Press, Rogue Publishing, Mighty Tripod Productions, Twelfth Night Productions, Abundant Entertainment, Beautiful Fire and The October People. I have also been contracted for voiceover and screenwriting projects, in addition to production design for local films.

- **Wrote/colored/lettered** vintage-style comic strip property *Airship Daedalus* (2011). Writer/producer/vocal talent for the licensed audiodrama.
- **Designed** the 1PG and XPG adventure game systems, have authored and/or managed over fifty titles to date.
- **Designed** the *Arrowflight* fantasy RPG line, including two editions and over a dozen supplements, including illustration & layout for print & electronic markets.
- **Designed** *Red Dwarf – The Roleplaying Game* (from the BBC television series), including graphic design & art direction for print & electronic markets.
- **Voice** of the Seattle Seahawks Pro Shop animated holiday TV campaign (2016).
- **Co-wrote & co-directed** critically-acclaimed comedy webseries *The Collectibles* (2012) for Moon Bullet Studios.
- **Production Designed** *Hunting Grounds* (feature film, 2015). Prod: The October People
- **Production Designed** *JourneyQuest* Season 3 (webseries, 2016). Prod: Zombie Orpheus Entertainment
- **Wrote** 3 award-winning shorts for Mighty Tripod Productions: *Karma Gettin'* (2014), *ESPER* (2014), and *One Step Too Far* (2016). Production Designed *The Cost of Things* (2016).

Sierra/Vivendi Universal (Bellevue, WA) — Artist/Designer 2001-2002

Designed 2D art assets and was selected for re-design committee for Hoyle Group title *Casino Empire*.

Hyperbole Studios (Seattle, WA) — Art Director 2000

Managed a team of six artists and animators, created narrative scripts, art assets for marketing and pitches for videogame properties *10 State Spree* and *The King's Musketeer*, and directed several complete animated shorts (*Dog*, *Buddha*, *Elvis/Hammond Rye: Space Hero!!/Hyper Team 9/Hillbilly Cinema*) for clients like Atom Films.

Visual Dynamics (Seattle, WA) — Entertainment Group Lead 1997-1999

Created an entertainment division for established 3D visualization company from scratch, leveraging graphical assets and Monolith Studios 3D engine technology to create the *Scavenger* RTS property. Art Directed, illustrated & laid out original design documents.

Microsoft (Redmond, WA) — Design Lead (Phase 1) 1997

Managed a team of ten artists and animators creating assets for MMO property *Allegiance*. Created concept art for hundreds of ships and objects, and deep backstory and worldbuilding design for several alien species.

Boss Game Studios (Redmond, WA) — Concept Artist

1994-1996

First non-management hire at the game startup sister company to the award-winning effects house Boss Film Studios founded by Richard Edlund. Created concept art assets and pitch videos, and corporate ID. Designed and directed all FMV in *Spider: The Videogame* (Playstation), as well as providing 2D & 3D production art and animation on several game levels.

The Gamut (Seattle, WA) — Co-owner/Manager

1993-1994

Co-founded & operated a 2000-square-foot retail game & hobby store in the West Seattle junction. Took active role in all store operations. Oversaw marketing plan, designed original marketing graphics and store signage. Organized one of the first sponsored Magic: The Gathering tournaments. Interfaced with local retail association, news outlets and the public. Partner share bought out in 1994, but store continued until late 1996.

Additional Credits: Wrote 2 published novels (Deep7 Press), wrote for & edited a fiction anthology (Deep7 Press), wrote screenplay for the supernatural horror feature film *The Parish* (Mighty Tripod Productions).

EDUCATION

- Intermediate & Advanced Film/TV Production, DeAnza College (Cupertino, CA) 1990-1991
- Intermediate & Advanced Animation, Mission College (Santa Clara, CA) 1988-1990
- Film Studies/Graphic Arts, Foothill College (Los Altos Hills, CA) 1986-1988

Online portfolio at www.todddowning.com

References furnished upon request