

Mark Inman



1220 HAYES STREET * APT. #7
SAN FRANCISCO, CA 94117



415.250.4828



MARK@MARKSINMAN.NET
WWW.MARKSINMAN.NET

Accomplished creative professional seeks contract or permanent employment as a Senior Designer and/or Illustrator.

SKILLS **ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR.** Also proficient in **ADOBE INDESIGN, ADOBE FLASH.**

DESIGN/ILLUSTRATION Extensive experience in **graphic design**, 2D traditional and vector **illustration**. Skilled in designing **product packaging** and **illustrating logomarks**. Able to quickly iterate on several concepts before developing final assets. Adept at **character design** and illustration.

PRODUCTION **Hand-building** packaging and product **prototypes** (printing, cutting, and assembling comps). In-house **product photography**. HTML and CSS editing.

ORGANIZATION Excellent **organizational** and **managerial** skills. Strong understanding of the visual design process, delegating, and managing self and others. Skilled at **assetizing** art for production pipeline.

EXPERIENCE **UNIVERSITY GAMES** San Francisco, CA designer + illustrator

JAN 2011–PRESENT Design, produce game boards, characters, packaging, and game assets. Manage and produce new product looks, including concept sketching and graphical prototypes to feed early-stage product development, visual design refinement, and final polished assets for board games and entire range of product packaging. Lead team creating 300+ rapid collateral prototypes (entire games - boards, player pieces, packaging) for show at TIA American International Toy Fairs.

JUN 2011–DEC 2011 **APPA APPA, LLC** San Francisco, CA ui/ux designer + production manager + illustrator

Illustrated characters and GUI for iOS application. Produced all assets, managed graphics implementation.

JUN 2003–OCT 2010 **DYNACRAFT BSC, INC.** American Canyon, CA lead designer/illustrator + packaging production manager

Developed logos and illustrations for retailer-specific branded adult and juvenile bicycles. Also created product design and color ways for licensed product bicycles, scooters, etc. Accountable for production of all product lines. Managed production artists to produce retailer-specific branded and licensed packaging; was also packaging production lead artist.

JAN 2003–JUN 2003 **PRIVACYACTIVISM.ORG** San Francisco, CA lead animator + manager + production artist

Responsible for producing Digital Rights Management Flash interactivity. Illustrated and designed characters, defined interactivity, developed GUI, storyboarded, and animated. Managed illustrators and Flash/Java developer.

MAR 2000–JAN 2003 **DIGITALTHINK, INC.** San Francisco, CA lead animator + flash developer + production manager

Developed Flash interactivities from prototype to final. Collaborated with directors and writers, led 12 animators, storyboarded, illustrated and animated characters/props/backgrounds, produced Flash ActionScript, developed GUI.

JAN 2000–PRESENT **FREELANCE** San Francisco, CA illustrator + senior designer + production artist

Lab Zero Concepts, McDonald's Corporation, Tenet, Aspect, Cisco, Zyman Marketing, J. Walter Thompson, Tonic360

LICENSORS Tactic: Angry Birds	Mattel: Barbie	Hasbro: Transformers	Mo Willems: The Pigeon
DC, Warner: Green Lantern	Mattel: Hot Wheels	Tony Hawk Inc.	Fred Meyer–The Kroger Co.
Hunter Overseas Pty Ltd	Eric Carle, LLC	Target Brands, Inc.	Donaldson & Scheffler: Gruffalo
Toy 'R' Us, Inc.	Amazon.com	Wal-Mart Stores, Inc.	

EDUCATION/ North Carolina State University, Bachelor of Arts - Communication: Film, TV Production, Writing for Electronic Media

AWARDS Rhode Island School of Design / Society of Newspaper Design Workshop Fellowship
Poynter Institute Design and Typography Workshop Fellowship
School of Communication Arts, Computer Animation Certificate

brief résumé