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SUMMARY

I have several years of professional experience in the area of illustration, layout and design, character development for national and international products and product licensing. Area of expertise is in character development and illustration. Specific focus area of expertise is in oil and acrylic on canvas, airbrush, ink, chalk, watercolor and digital art and graphic design creation.

PROFESSIONAL EXPERIENCE OVERVIEW

- Head illustrator for *Garfield* Licensing Program. Provided illustration, layout/design, and character development for product sold globally. Immersed in publishing, packaging, and promotional development for collectibles. Developed works for educational use.
- Pre-production character design for “Garfield the Movie”. Worked with animators from FOX Studios and Rhythm and Hues animation studio to bring *Garfield* to life in the CGI (computer generated images) film version.
- Internationally published in children’s books, calendars, posters, greeting cards, and many products for *Garfield* Licensing Program.
- Airbrush renderings of Disney characters for “Games & Puzzles” division of Western Publishing.
- Style guide and character development artist for re-launch of *Woody Woodpecker* property.
- Cover illustration for book and web art for historical fiction with Preston Speed Publications.
- Workshop presentation for iDMAa (International Digital Media Arts Association) Conference at Ball State University, 2009.

PUBLISHERS

Random House • Grosset and Dunlap • Scholastic Books • Troll Books • Ravette Books • Western Publishing • Landoll’s Publishing • Watermill Press • Indianapolis Monthly Magazine • Danbury Mint Collectibles • Preston Speed Publications and Dargaud Publishing.