



11-12-2016

Objective: I am seeking a position in the Concept Design, Graphic Design or Illustrative field. I am a very creative person looking to boost my career. I am hoping to find a long lasting job that will fulfill my creative drive, where I can meet like minded people, as well as find a job that I can enjoy every day.

Experience:

2002- 1016

Ichiban Japanese Restaurant- I worked Full-time as a Teppanyaki and Sushi chef at Ichiban. My duties there were preparing food; including chopping vegetables, cleaning meat products, slicing fish and making sushi. I had been working there as a chef for 14 years. This job has taught me endless lessons of patience, endurance, and social skills. I had a lot of interaction with our visitors since I cooked in front of them, so customer service is another one of the skills I used on a daily basis. I was second chef in seniority and on many days that left me in charge of leading the team and making sure of what needs to be accomplished. I also have been in charge of training the new recruits.

Freelance:

I have for the last couple years worked freelance with the time available to me. I've done a number of graphic novels for various clients, though none of them were ever published. I did the illustration and layout for a book called 'Hitting the Wall' by Dan Hartman. The book is available on Amazon. I've also done some Graphic Design work for Micromedics, where I did a lot of technical drawings and IFUs (Instructions for Use) for medical devices. These were mostly accomplished using Adobe Illustrator. I have also done a lot of work for a Role Playing Game called Dark Tides. I have been the main artist doing concept designs and illustration for the project. Dark Tides is still not published yet, and I still do occasional work on the project.

Education:

1997

High school diploma, Prior Lake Senior High, Prior Lake, MN

2009

A.A.S. in Graphic Design, MCTC Minneapolis, MN

Special Skills:

I have extensive experience in illustration, focusing mostly on digital illustration in Photoshop. I have made a couple of graphic novels teaching me skills in sequential art and storyboarding. Over the last few years my focus has been on concept design. I have been helping illustrate and write for a fantasy Role-Playing Game called Dark Tides for many years. This project has been mainly involving concept art. In my down time I try to learn new artistic media and computer programs.

My computer expertise involves Mac and PC skills in the Adobe Creative Suite, Quark X Press, Microsoft office programs, Corel Painter X, Maya 8 (essential skills), and Daz3D. I've dabbled in Sketch Up and have some experience with Web Design tools.

Portfolio and references are available upon request. Digital PDF Portfolios available on my website <http://abrownart.net>