



# Lauren A. Brown

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## Objective:

To utilize my knowledge of illustration and graphic design to produce creative and conceptual designs for various platforms and media.

## Experience:

- 10 years experience with Adobe Photoshop 7.0 to CS4 and Illustrator 9 to CS4; About 3 years experience in a professional working environment
- 7 years experience with Adobe InDesign 9.0 to CS4
- Experience as a sales representative
- Experience in various art teaching environments and mentoring positions
- Experience with various types of printing, including large format, in a design environment

## Employment History:

### Paper Child Studios

(2011-Present)

- 2D Game Asset Designer

### Savannah College of Art and Design

(2010-Present)

- Graduate Mentor

### Morantz Ultrasonic Machines

(2009 - Present)

- Graphic Designer

### Graphic Design Mac Lab

(2005-2009)

- Graphic Design Lab Assistant

### Illustration by Chris Gash

(2008-2009)

- Illustration Intern

## Education:

### Savannah College of Art and Design (SCAD) (2009-2011)

Received Master of Fine Arts Degree in Illustration

GPA: 4.0

### Montclair State University (MSU) (2005-2009)

Received Bachelor of Fine Arts in Illustration/Animation

GPA: 3.7 (Magna Cum Laude)

## Awards and Scholarships:

- **(2010)** Recipient of SCAD Combined Honors Scholarship
- **(2009)** Received Excellence in Illustration upon graduation from MSU
- **(2005-09)** Awarded Dean's List for four consecutive years at MSU
- **(2005-09)** Recipient of the John Victor Machuga Visual Arts Scholarship at MSU

## Exhibitions:

- **(2011)** Society of Illustrators Los Angeles
- **(2011)** Published in the SCAD Sequential Art Travel Anthology
- **(2011)** Morris Hall juried illustration exhibit
- **(2010)** The Good, The Bad, The Ugly Illustration MFA group show at DeSoto Row Gallery
- **(2009 & 2010)** SCAD juried Monster Masquerade show at the Savannah Mall