

dimitriosmachers

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Short Bio

Talented 2d artist looking for full time job role as a concept artist for the gaming industry; Over 10 years of experience in Concept Art, 2d Art, Character Design, Illustration, and Story Boarding, for graphic novels, social media sites, record labels, and logos; Work digitally using Adobe Photoshop and Illustrator, and also traditional materials.

Experience

Bonsai Media Group | Seattle, WA

Concept/Character Artist- 2011

- Character Design as part of brand expansion for local SEO firm
- Design and illustrations for character sheets, character concepts, environments, backgrounds and final illustrations to be used across multiple media outlets

DimiArt | Seattle, WA

Freelance Illustrator 2003 – Present

Hunab Ku- 2010

- Illustration and layout design for cd single cover, logo, and t-shirt for local metal band

Feeding the Frenzy- 2010

- Illustration, design and production of local release advertisement flyer for local music event

Warner Music Group- 2010

- Illustration and layout design for cd single for rock band Ivy Lies, distributed by Warner Music Group, New Zealand

A Native Lad- 2009

- Illustration of two comic book chapters included in collected volume based on play by author, Sarah Hurst, about the history of Alaska's statehood

Luk'ae: A Salmon Story- 2009

- Illustration for children's story graphic novel about the salmon life cycle, teaching about importance of ecological systems and good health

Strong Man-2009

- Illustration of a traditional Alaska Native story with a contemporary plotline, Published by the Association of Alaska School Boards, Alaska Initiative for Community Engagement

Pyramid Ale House- 2008

- Flyer design for Spring "Curveball" event for kick off of the 2008 Mariner's Baseball Season, featured in Seattle News Publications, The Stranger and Seattle Weekly

Broke Recordings- 2008

- Illustration and design and production of five record sleeves and t-shirt design released by the label depicting musicians as comic book stylized characters

Trickster Legend Anthology- 2008

- Illustration for comic story based upon trickster legend that will be included in a collected volume, to be published by Fulcrum Publishing early 2010. 6000+ copies sold; Nominated for an Eisner Award for Best Anthology

Besiin-2006

- Illustration and InDesign layout of graphic novel for the Ahtna Athabascan Language Rejuvenation and Curriculum Program

Tsaani: The Grizzly Bear Story- 2005

- Illustration and InDesign layout of graphic novel for the Ahtna Athabascan Language Rejuvenation and Curriculum Program

C'eyiige Hwanax: Magic House- 2003

- Illustration and InDesign layout of graphic novel for the Ahtna Athabascan Language Rejuvenation and Curriculum Program

Chickaloon Village | Chickaloon, AK

Art Director/ Illustrator 2003 – 2006

- Art Director at Chickaloon Village for the "Is Time to Share Our History" project funded by the U.S. Department of Education, Administration for Native Americans, and the CIRI Foundation
- Illustrated subject material to produce original artwork and illustrations, using pencil, ink, Adobe Photoshop, Adobe InDesign, and Adobe Illustrator
- Planned, organized, coordinated, and evaluated Ahtna Athabascan language programs and interactive CD's using Runtime Revolution
- Assisted program instructors with teaching preparations such as program content, lesson plans, syllabus, and audio/ visual materials
- Consulted with department managers and other management groups to analyze and determine functionality of the language program
- Demonstrated continuous effort to improve operations, accelerate turnaround times, streamline work processes, and work cooperatively and jointly to provide quality materials and meet deadlines

Technical Skills

- Expert in digital art with Photoshop
- Basic understanding of 3D modeling and texturing in 3DS Max
- Familiar with InDesign, and Illustrator
- Experience with Microsoft Word, Excel, Outlook, PowerPoint

Art, Design and Management Skills

- Illustration and concept design in a variety of genres and styles
- Digital art using 2D assets and pixel art
- Traditional media such as pencil, ink, colored pencil, and marker
- Collaborating with artists and art director to execute art quickly and meet deadlines
- Creating concept art and graphics for a variety of media outlets
- Art direction, conception, layout, project and personnel management, production, preflight and press check.

Awards and Achievements

- Trickster Anthology recently nominated for an Eisner Award
- Strong Man Comic is on display at the Smithsonian and Chicago Field Museum
- Selected for Seattle's City Art Magazine interview for Trickster Story release, also featured on NPR radio station
- 2006 Individual Artist Award from the Rasmusson Foundation
- 2005 Contribution to Literacy in Alaska award for the storybooks Basiin and Tsaani

Education

Art Institute of Seattle

- **1999-2001** Web Design