



Trevor Brown
graphic artist

208.313.7434
2866 Hunters Loop #401
Blackfoot Idaho
83221

To whom it may concern,

My Name is Trevor Brown, and ever since I was young I have had a strong sense of pride in my work. That drive has helped in the completion of my Bachelors degree and in all of my endeavours since. I see that same drive and ambition carrying me into a successful career as a concept artist, anf part of a professional team willing to do what it takes to get the job done right. I have identified your company, and its culture as a good match for my qaulifications and interests.

I am a great fit for your open artist position because of my ability to adapt to deadlines, styles and manage multiple projects at once. With a versatile skill set of traditional and digital illustration, graphic design, and a growing knowledge of 3D packages (Maya, Zbrush, 3DS Max) , I feel that I will be able to meet the needs of any project. I have always had a passion for gaming and hope to be able to contribute in the next generation of influential games. As my resume and portfolio will show I am well qualified for this opportunity to join your creative team.

I would like to thank you for you consideration.

Can we schedule a time to explore your needs for a concept artist and my qualifications towards our mutual benefit.



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resume

position sought

Seeking open Concept Artist position

qualifications

Bachelor's Degree, Evolved print and design skill set, Strong interpersonal communication, Team player, Effective time management, Proactive, Deadline conscious, Goal oriented, Multitasker, Detail focused, Adaptive problem solver, Fast learner, Bilingual, Advanced technical understanding of production software including; Adobe Photoshop, Illustrator, Painter, After effects, Maya, Zbrush as well as growing knowledge of Css, Html coding, javascript, and actionscript.

experience

Blackfoot Morning News Graphic arts supervisor April 3 2009 - Present
Manage relationships between outside clients, sales representatives, printers, and graphic artists. Oversee creation, placement, design, and printing of newspaper and advertising content. Maintain computers, imaging equipment, organizational and archival databases. Implemented content accuracy system that increased efficiency, saved money, increased productivity and decreased errors.

Garb Game Day Wear Creative director 2005 - 2009

Designed, developed and produced business collateral system, website layouts, logos, catalogs and clothing. Guided budding business into an established style which furthered their business model. Telecommuting developed strong time management skills coupled with self motivation.

BYU-I Activities, Communications Department Designer 2008 -2009

Facilitator of on campus print media. Worked directly with University on site press. Designed promotional materials for student led events.



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resume

experience cont.

Freelance work 2005 - present

Develop various projects including; Logo design, Character Illustration, Website design, Online Application design, Various Printed materials, and Identity design. Teach Adobe Photoshop and Illustrator to other professionals in varied fields. Refined interpersonal communication skills through evaluating and meeting clients needs.

skills

Expert level in Photoshop, and Illustrator. Familiar with Painter, 3DS Max, Zbrush. Proficient in Character (including costume), environment, vehicle, and prop design. Intermediate modeling skills in Maya

education

Brigham Young University Idaho 2009 April Graduate

BFA- Graphic design / Illustration

Significant courses

Creative perspective, figure drawing, digital illustration.

Participated in student led AIGA program including portfolio review and design conference in Salt Lake City, Utah.

references

Available upon request

Portfolio

My work can be viewed online at

www.tbrowndesign.com