

BRIAN GRABINSKI

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www.dezignengine.890m.com

PROFILE

Talented Graphic Designer with 10 years of solid design experience crafting fresh, strategic solutions using proven creative and design skills. Organized, self-motivated, and very resourceful. Able to take an idea from conception to completion. Experienced in illustration, layout, news design, catalogs, postcards, branding, print collateral, advertising and more. Talented team member and driven team leader. Able to handle multiple projects and produce powerful results in a timely manner.

QUALIFICATIONS:

In-depth experience applying graphic design principles to produce innovative results. Fluent in Macintosh and Windows operating systems. Extremely well organized and deadline driven. Exceptional freehand design capabilities. Proven ability to quickly learn and apply new technologies. Lifelong interest in art and illustrative concepts.

EXPERIENCE:

2006-Current: The Shopper / Excel Mailing / Park Press South Holland, IL / Lead Graphic Designer

As a Lead Graphic Designer working for The Shopper I design on an average 75% of all Display ads currently featured in the weekly publication. I primarily use; Photoshop CS3, Illustrator CS3, and In-Design CS3 to design the display advertisements. I also layout multiple newspapers on a weekly basis using Quark Xpress-7. As a Designer working for Excel Mailing it is my job to design Direct mail marketing campaignings, newsletters, and various postcards for multiple clients. I also perform web design work for Park Press and I played a key roll in the re-design of The Shopper web site. (www.myshopper.biz) and it is one of my weekly tasks to update and maintain the web site.

2005: High Voltage Software Hoffman Estates, IL Concept Artist

As a concept artist working for High Voltage Software it was my duty to create conceptual illustrations for various video game projects. These include but are not limited to; Charlie and the Chocolate Factory, Zathura, The Kids Next Door, The Grim Adventures of Billy & Mandy, and Family Guy to name a few. I also assisted with the designing of the UI and HUD for multiple titles.

2004 Dreamation Studios Chicago, IL Concept Artist / Lead Designer

As a concept artist working for Dreamation Studios it was my daily task to create conceptual illustrations for various types of projects. These included but are not limited to; Animations, Comic Books, and Toy Designs. But due to non-disclosure

agreements I am not legally able to list anymore information. If you have any questions or comments please feel free to contact Dreamation Studios.

2003: Classi-Ads Bradley, IL Art Director / Graphic Designer

As an Art Director / Graphic Designer for Classi-Ads it was my daily task to contact clients, establish the market for there ads, consult with them giving them ideas and impressions and I would then proceed to create the ads for the weekly publication. I created on an average 20-30 Ads per week. I designed the ads using Adobe Illustrator and Adobe Photoshop, I would layout/imposition (news design) the papers, and compiled the papers for the printer using Adobe Distiller.

2000: Rainbow Studios / THQ Phoenix, AZ / Concept Artist

As a concept artist for Rainbow Studios it was my job to create conceptual illustrations based off of a written description. During my time there I worked as a concept artist on the following video game projects: Star Wars Racer Revenge, Splashdown, and Splashdown: Rides Gone Wild. I am able to follow art direction and have experience handling high pressure deadlines.

EDUCATION:

American Academy of Art in Chicago, IL
1996-1998
• Associates degree

DESIGN SOFTWARE/TOOLS:

Adobe CS3: Photoshop, Illustrator, InDesign, Dreamweaver, Flash and Acrobat / QuarkXPress 7 / 3D Studio Max / Google SketchUp / Painter IX, Microsoft: PowerPoint, Word, and Excel

HOURLY RATES:

\$16.00-\$22.00 pr/hr

