



Singular Graphic Design Since 2010

To whom it may concern,

With broad experience in 3D modeling, animation, and commercial graphics, I bring the talent, skill, and a work ethic that will distinguish my contributions for a cutting edge organization.

As my resume shows, since graduating with a Bachelor of Science degree in Media Arts and Animation from the Art Institute of California I have worked for several companies creating promotional graphics, storyboard art, concepts and finished renderings of corporate logos, 3D product models, and a variety of animations. I have also created an assortment of custom greeting cards through my own cottage business.

Art and commercial graphics in all its forms is what I love doing, which drives me to do it well. Innovation and quality are my fundamental standards as is a work ethic that keeps me focused on the job until it's completed to everyone's satisfaction. You can view samples of the type of materials I can produce at www.cameronmarshall.com.

I am anxious to take the next step in my professional development and I am actively pursuing opportunities as an intern, apprentice, or trainee.

Sincerely yours,

Cameron Marshall

Adept at Animation, Package Design, Identity Graphics, And Published Materials

Conceptual Thinker
 Innovative Illustrator
 Constant Learner
 Cost Conscious

"I love what I do which drives me to do it well"

Welcomes a Challenge
 ...Delivers the Solution

Operates with a 24/7 Work Ethic



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www.cameronmarshall.com

- ★ Able to conceive and bring to life visually entertaining mythical, fantastic, and true-to-life animated characters using an in-depth understanding of human anatomy and bodily movements.
- ★ Well-versed at adding vitality and uniqueness to logos and package designs applying the talent and skills to move 2D and 3D concepts into 3D visualizations.
- ★ An artist's flair for simplifying complex concepts into unique representations, shifting smoothly from digital to traditional art mediums.
- ★ Experienced at generating captivating finished products within tightly constrained time frames and with limited resources.

BLUESPARK STUDIOS, Santa Monica, CA

Concept Artist

Developed keyart for a video game application for Apple iPad, and additional artwork for storyboard used in creation of promotional video for the game



SWAGGY STIK, Santa Monica, CA

3D Modeler

Designed art concepts and 3D models guiding final look of weight sticks and stick holders
 Created the product logo

WHOLESALE DIAMOND COMPANY (WDC), Santa Monica, CA

Logo Concept Artist

Developed logo concepts

CRAZY COCO BOY, Santa Monica, CA

Concept Artist

Devised art and logo concepts for two company brands

RED GIANT PRODUCTIONS, Santa Monica, CA

Concept Artist for The Clocks of Circadia

Developed clock prop concepts that exemplified each character within the film plus additional supporting prop



CUSTOM GREETING CARDS BY CAMERON MARSHALL

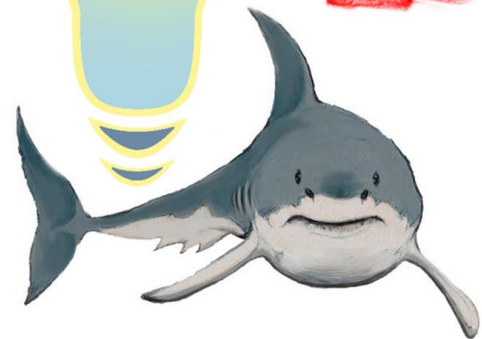
Illustrator/Graphic Designer

Illustrated a variety of custom greeting cards for seasonal holidays, birthdays, and general celebrations



ARTISTIC SKILLS EXAMPLES

Sketching, watercolors, pastels, acrylic, painting, ceramics, creative woods, life drawing, photography, digital media/illustration, abstract impressionist hard edge & sculpture



SOFTWARE/TECHNICAL SKILLS

Adobe: Photoshop, Illustrator, Flash, After Effects
 Autodesk Maya, Pixologic Zbrush, The Foundry Nuke

EDUCATION

Bachelor of Science, *Media Arts & Animation*

The Art Institute of California-Los Angeles, Santa Monica, CA

Gnomon School of VFX & Animation for Film & Games, Hollywood, CA

The American Animation Institute-Animation Guild, Burbank, CA