

Ian Kirkpatrick

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SKILLS SUMMARY

Traditional and digital illustrator with a high level of understanding of employers wants and needs. Able to adapt to several styles of art and commit to projects in a timely and professional manner. Strong interpersonal skills and able to communicate well with all levels of management. Large range of illustration, storyboard design and conceptual design for advertising, publishing and entertainment companies for over 8 years. Committed to high work ethics and willing to learn all tools of interactive arts. Strong foundational skills in design and draftsmanship. Strong skills with Adobe Photoshop, Illustrator and a basic knowledge of 3D modeling with Maya.

PROFESSIONAL EXPERIENCE

Purple Easel Studios - Art Instructor

May 2012 – present

Instructing and assisting in small and large class sizes on the techniques of acrylic painting. Creating original acrylic paintings in an approachable style for all skill levels for instruction in classes. Responsible for clean up and tear down of studio and maintenance.

Carling Communications - Contract Illustrator

January 2014 - present

Worked with art directors to create advertising mock ups and product pitches for clients. Was responsible for preliminary conceptual stages and finalizing artwork. Projects including conceptual and final illustrations and storyboards, utilizing adobe software.

Brenda Goddard Designs - Color Artist

Oct. 2008 - Aug. 2017

I was responsible for digitally coloring in pre-drawn pages for Disney and Golden story books. I worked with an art director to digitally color in books that all tie together for style and color palette. Worked with very tight constrictions and guidelines on the look and feel of each page or illustration to fit with the rest of the book.

Fantasy Flight Games - Contract Illustrator

July 2008 - April 2013

I was responsible for concepting and digitally illustrating three unique cards for the "Game of Thrones" living card game expansion. I worked directly with the art director on illustrations that are representable of the source material provided. I've worked with Fantasy Flight Games on previous projects in their "Game of Thrones" and "Call of Cthulu" franchises.

Other freelance contract clients:

Wrecking Ball Advertising and Design . Night Shade Books . Goodby Silverstein and Co. .
Rio Grande Games . Game Salute . Hungry Goat Press . Pennington Designs .

EDUCATION

Bachelor of Arts in Illustration 2008 – Academy of Art University, San Francisco, California

AWARDS AND ACTIVITIES

Awarded for best print ad campaign of 2007 Applied Arts Magazine student competition
Featured artist in Annual gallery show at the Academy of Arts University 2008

