

RYAN HOBSON

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Over ten years of experience in graphic design and illustration work with a strong background in user interface, web, and game design.

OWNER/DESIGNER**Ryan Hobson Design** (October 2009 to present)

Print and web design as well as illustration work of all kinds. Venturing into the production of interactive books and apps. Clients include, Becker & Mayer, BDA, Coca Cola, Hornall Anderson, Scholastic, Barnes & Noble, Smartlab, and more.

Main software utilized: Adobe Photoshop CS, Adobe Illustrator CS, Adobe Indesign CS

ILLUSTRATION EXCLUSIVE, DESIGNER**Becker & Mayer** (January 2004 to October 2009)

I was responsible for assembly illustrations, book and editorial illustrations, and hiring freelance illustrators for juvenile division of Becker & Mayer. Designed books, packaging, and toys for various children's book titles and products. I worked with other designers, editors, product developers, and project managers under ongoing deadlines.

Main software utilized: Adobe Photoshop CS, Adobe Illustrator CS, Adobe Indesign CS, Entourage

Supervisor: Beth Lenz, Robin Cruise

PRODUCT DESIGNER**MSN Shopping** (March 1999 to August 2003)

I was wholly responsible for all editorial and product illustrations for the MSN Shopping channel site. My duties comprised of creatively designing storefront features for the entire portal, including all aspects of the user interface, icons, and site architecture. I executed complex daily changes within the website as well as completed specific job requests such as merchandiser ad solicitations, editorial soft-content orders, and user-interface designs. I was one of two creative forerunners in designing features and worked with over 80 team members specializing in different areas of the site including other designers, product developers, art directors and editors. As a product designer, I helped dictate the look and feel of the portal and translated the composite needs and demands of the large team onto the visual page under critical deadlines.

Main software utilized: Adobe Photoshop 7.0, Adobe Illustrator 10

Supervisor: Paul Ray, Robin Hartzog

GRAPHIC DESIGNER AND ILLUSTRATOR**MSN Sidewalk National Team** (August 1998 to March 1999)

The scope of my work included the design and illustration of the entire MSN Sidewalk.com website. The majority of my time was expended on the 'buyer's guide' portion of the site where I created hundreds of unique product illustrations, editorial illustrations, and schematic diagrams. Many of these illustrations demanded research through outside sources in order to create a clear and innovative visual image for the consumer, including cutaway diagrams and enriched interactive content with user-friendly navigation systems. In my critical role as the creative input for the site, I designed the lead image for each week's home page and helped in redesigning the entire Sidewalk.com home page.

Main software utilized: Adobe Photoshop 5.01, Adobe Illustrator 8.0

Supervisor: David Mahlman

EDITORIAL GRAPHIC DESIGNER AND ILLUSTRATOR**Anchorage Daily News** (March 1995 to July 1998)

I worked on a variety of projects including page layout, information graphics, publication covers, teaser boxes, arts and entertainment section as well as editorial illustrations. My duties required working with a team of editors and journalists on a crucial set of high-priority daily deadlines.

Main software utilized: Adobe Photoshop 4.0, Adobe Illustrator 7.0, QuarkXPress, Excel Spreadsheet, Multi-Ad Creator, etc.

Supervisor: Cheryl Remme, Pat Dougherty, Mike Campbell, Mike Cardinez among others.

MULTIMEDIA ARTIST**Explorapedia** (January 1993 to January 1995)

As the graphic designer and production/illustration artist for Microsoft, I worked on multimedia CD-Rom titles such as Atlas, Art Gallery, Encarta, Explorapedia, Dinosaurs, and Musical Instruments. My job was to create short animated 'sprites' as well as develop imaginative iconography, multi-faceted children's characters, and overall design. I worked with a team of designers and another illustrator to create fun, stimulating, and innovative characters and products to engage children.

Main software utilized: Adobe Photoshop 4.0, Adobe Illustrator 6.0, Adobe Pagemaker 4.0, Macromedia Director, QuarkXPress, Swivel 3D, Infini-D, etc...

Supervisor: Jayleen Ryberg

EDUCATION:

Mesmer Animation Lab, completed an 11 week immersion course in Maya 5.0, December of 2003.

Western Washington University, Graduated December 1992, with a BFA in Computer Graphics and Graphic Design.