

# RYAN SNOWDEN

GRAPHICS-ILLUSTRATION-CONCEPTS

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## PROFESSIONAL INFO ►

I am a Digital Artist living in Los Angeles with a love of character design and graphic design. I enjoy taking on new design challenges and getting to work with amazing people.

## WORK EXPERIENCE ►

### The HUB on Venice (Non-Profit)

February 2016 - 2020 - Graphic Designer

I regularly work on graphic projects such as publications, logos, email graphics, banners, web design, brochures, gifs, geo- filters for snapchat, invitations, posters, and merchandise. I was also in charge of media outreach for the organization's multiple social media profiles on Instagram and Facebook.

### Last Bastion Studios

April, June, October 2019 - Graphic Artist (Freelance)

I designed three full color character illustrations for the company's main characters in the comic "Ragnar"

### Audrey at the Hammer

September 2018 - Graphic Designer (Freelance)

I designed forty separate slides for an investors pitch presentation

### Lanard Toys

June 2015 - Dec. 2015 - Product Design Intern

I developed concepts for products, developed my own draftings for toy prototypes of my own design, kit bashed for new product ideas, designed decoration and graphic application, wrote backgrounds for characters, and video editing/ helping set up for pitches to buyers.

### Insomniac Events- Freelance

2013 - Freelance

I made several illustrations used for advertisements on the company's social media pages.

## EDUCATION ►

Otis College of Art and Design 2015 - Digital Media Major - Focused on Entertainment Design

## SKILLS ►

PHOTOSHOP      TRADITIONAL DRAWING, PAINTING, AND SCULPTING

FLASH            AFTER EFFECTS

ILLUSTRATOR    PREMIERE

INDESIGN        MAYA

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