

- **Qualifications**

Artistic skills: Drawing, sketching, painting, rendering, perspective construction, concept design, ideation, product design, architectural design, and drafting. Skilled in various traditional and digital media.

Computer Skills: Photoshop, Illustrator, Worldcraft, 3D Studio (some working knowledge), Z-Brush (some working knowledge), Dreamweaver, HTML, and Microsoft Office. Plus general computer knowledge (assembly, troubleshooting and repair).

Avid gamer: Racing Simulators GPL, GTR, GTL, and rFactor. Guild Wars, Half-Life, Battlefield series, Starcraft, Diablo, and more.

Other skills: The ability to take an idea from a concept to a finished design. Complete knowledge of product design and manufacturing processes. General knowledge of game design, engineering, construction, animation and filmmaking. Avid guitar player.

- **Education** (January 1988 - August 1991)

Art Center College of Design - Pasadena, CA. Bachelor of Fine Arts in Illustration. (with some emphasis in Industrial Design)

- **Professional Experience** (April 2010 – present)

PDP - Performance Designed Products (April 2010 – present) *full-time in-house position*

Conceptual Product Designer for industry-leading video game accessory manufacturer. Licencors include: Call of Duty, Mortal Kombat, Marvel, Disney, Star Wars, Nintendo, Sony, Microsoft, Transformers, Energizer, and many more. Responsibilities include: Working with Project Managers to develop design criteria. Conceptualizing, designing and engineering various products by creating sketches, drawings, digital renderings, mock-ups, and 3D models. Some illustration and graphic design is also needed.

- **Professional Experience as Independent Contractor** (June 1989 – present)

Various projects include: Illustration, technical illustration, concept design, product design, interior rendering, architectural rendering, line art, drafting, art direction, and some graphic design. *The following is a partial list of clients:*

A and M Records	Bronx Entertainment	Isuzu
Advanced Semiconductor	Cal Tech	Memorex
Allied Tool	Honda	Novell
Bass-Yager Citigate	Toyota	Oakley

Concept Artist (February 2008 – present)

Concept Artist for Sony's Resistance: Retribution for PS3. Worked on "paint-overs" designing environments, hardware and props.

Concept Artist for Roman Coppola Studio. Worked with Roman and production designer Nathan Crowley (Batman: The Dark Knight) on character and prop concepts for an up-coming television show. Also worked with Roman Coppola on his various personal projects.

Interior and Architectural Rendering (January 2005 – present)

Interior renderer, architectural renderer and designer for various designers and contractors. Clients include: Waldo's Designs, Nancy Heller, KMF Construction, World Design International, Grossman Construction, and individuals. Responsibilities include: Developing drawings and renderings, design, and client interfacing.

David Kimble Illustration - Marfa, TX (July 1997 – March 2009)

Lead artist for world-renowned automotive and product illustrator. Clients include: General Motors, Chrysler, Ford, Nascar, Road and Track, Hot Rod Magazine, industry trade magazines, and more. Responsibilities include: Developing detailed perspective drawings and line inkings, collection and organization of materials for reference (photographs, engineering drawings, and production assembly drawings), and some camera work.

Saga (progressive rock band) (October 1999 – October 2006)

Illustrator for three of Saga's albums (Saga has 19 albums). Responsibilities included: Design and execution of cover and interior illustrations, concept development, layout and design.

Centaur Enterprises - Walnut, CA (June 2001 - November 2001) *in-house position*

Product designer and illustrator for product and toy development company. Clients included: Cox, Disney, Galoob, Mattel, and more. Responsibilities included: Working with other artists on product designs and concept development, ideation sketching, product rendering, technical illustration, and drafting.

Orthomix, Inc. - Sierra Madre, CA (August 1989 – April 1994)

Product designer, illustrator and engineer for medical product development company. Responsibilities included: Working with engineers on concept development and product designs, ideation sketching, product rendering, technical illustration, and drafting.

Malibu Spa and Pool - Woodland Hills, CA (April 1992 – August 1992) *in-house position*

Concept designer and architectural illustrator for pool design and construction company. Responsibilities included: Working with clients and other artists on pool design concepts, developing plot plans for pool designs, landscape design, architectural rendering, and drafting.

DPI Labs, Inc. - Pasadena, CA (June 1989 – September 1989) *in-house position*

Technical illustrator and product designer for micro-button and switch manufacturer. Clients included: United States Government (Air Force One), and more. Responsibilities included: Working with engineers on product designs, developing technical illustrations from engineering drawings, product rendering, and drafting.

- **Technical Illustration Job-Shop Companies** (April 1986 – October 1988)

Technical illustrator for military and civilian aircraft service and repair manual production companies.

Clients included: United States Navy, Lockheed, Rohr Industries, Martin Aerospace, Weber Aircraft, Northrop, and more.