

Tom Martin

illustrator and graphic designer
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objective

A position built around creating dynamic and interesting images, illustrations and logos. A job wherein I can be inspired to create incredible things.

education

1995 - 1998 **The Joe Kubert School of Cartoon and Graphic Art, Dover, New Jersey**

Graduated from three-year program from the nation's only fully accredited comic art school.

work

02/04 - current **Full-time Freelance Illustration**

Contracted and completed design and illustration jobs for XM SATELLITE RADIO, MONSTER CREATIONS, GOODMAN GAMES, KENZERCO, and BACKALLEY PRODUCTIONS. Provided digital color and art for several comic books and album covers, including Dungeons & Dragons and Bonded by Blood.

03/03 - 02/04 **Graphic designer, Hasbro Inc., Pawtucket, Rhode Island**

(temp position) Worked on the STAR WARS toy line. Designed and laid out packages, provided valuable trilogy knowledge and insight into concepts and discussions with the heads of the brand line. Often composited photos of STAR WARS characters, vehicles and backgrounds together using Photoshop to provide images we needed but didn't have available. Used established line looks to design dozens of packages for worldwide distribution of highly anticipated toys.

08/00 - 10/02 **Graphic designer and animator, Mediaweave, Woonsocket, Rhode Island**

Regularly used Flash and Photoshop to create engaging screensavers and multimedia. Provided some illustration for use in-house. Animated and laid sound to several Flash cartoons, including the successful CORNDOG: THE SINISTER SERIAL SCREENSAVER project. Conceived of and wrote storylines for said project. Created the HAUNTED HOUSE and TRICK OR TREAT screensavers. Often guided humorous and creative development of projects.

06/99 - 06/00 **Graphic designer and illustrator, True Confections, Amherst, Massachusetts**

Any and everything to do with art- designed and laid out projects such as the SCOOBY-DOO and BUFFY THE VAMPIRE SLAYER packages. Supervised assistant designers. Conceptualized and executed artwork and design for three proprietary boxes of chocolate. Responsible for concept art, production art, layout and package design. Often guided humorous and creative development of projects.

skills

Art and software

Trained in graphic design, comic art, cartoon art, concept art and painting. Skilled in Photoshop, Illustrator, Flash, Dreamweaver, and Quark. Have self-taught web design. Experienced in all aspects of Graphic Design / Illustration / Art Production.

Creative direction

Fiercely creative. Frequently looked to for ideas involving storylines, creature design, world creation and problem solving. Known for getting on a roll and brainstorming for hours, often resulting in the direction of an entire project.