



Chris Conlin
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EXPERIENCE

Illustration

10 years experience, traditional and digital.

Graphic Design

6 years experience in high-paced design environments. Promoted: Design Intern to Lead Graphic Designer in less than 3 years.

Freelance Designer

6 years freelance/contract graphic design and illustration experience.

Motion Graphics and 3D Modeling

5 years experience developing animated title sequences, animation and visual effects.

DESIGN SKILLS

Typography, logos, word marks, tech marks, icons.

Creating 2D content in illustrator and converting to 3D mock-ups on frames and equipment.

Consistent graphic layouts, visual line plans and mood boards to direct product development and present to markets.

Illustration, both traditional and digital. Proficient in most mediums.

Product development, all stages; research, concepts, sampling, production.

Composing and animating title sequences and motion graphic assets for film and web.

Painting and masking prototype frames and equipment.

SUMMARY

Multi-faceted Graphic Designer, Illustrator and Motion Graphic Designer. Well versed in high-paced production environments as well as independent freelance and contract positions. Classically trained in the field of traditional illustration; professionally evolved to perform and excel in the digital world. Maintaining full creative ownership of all production stages for high-profile projects. Constantly striving to balance creativity, traditional techniques and new technology to produce fresh concepts, images, ideas and stories while welcoming the challenge of all collaborative endeavors.

Specific examples of results-based initiatives:

Initiative: Collaborated with engineering and industrial design departments to develop a database of Adobe Creative Suite compatible CAD files.

Result: Availability of three dimensional imagery for graphic design concepts; often before a prototype was even available. Providing a concrete starting point far earlier in the process than previously possible.

Initiative: Adopted and implemented the use of KeyShot software to convey the potential of a new color-way or graphic concept via photo realistic renders.

Result: Higher quality presentation visuals inspiring confident color and graphic clarity and confident sign-off from international markets.

Initiative: Researched, and facilitated the purchase of new equipment.

Result: Expanded capabilities of our in-house paint and concept department making it possible to transferring vector-art directly to paint and decal process.

Initiative: Developed a symbol based system and library for duplicate components on large visual line plans.

Result: Dramatically reduced file sizes across the department and reduced render and upload times while maintaining quality and accuracy.

Initiative: Collaborated with product managers to create a best-practices method for uploading sample and production files using Agile life-cycle software.

Result: Greater accuracy, accountability and organization of data between departments.

These initiatives directly contributed to the larger goal of maximizing time allocated to creating new graphic concepts for all product categories under tight deadlines.

Result: achieving a balance between creativity and rapidly growing production demands while increasing the quality of product and presentation. ✨

EMPLOYMENT

Sharp Tools Productions, 2018-present. Co-Founder, Art Director. Responsible for branding guidelines, title sequences and graphic elements for short film pieces. Co-develop story-lines, concepts and vision.

Freelance Illustrator and Graphic Designer, 2016-present.

Producing work for various clients including Bicycle Times Magazine, Cannondale Bikes, Kali Protectives, Enlightened Bikes, Steel Hip Grip, Wildlife Center of Silicon Valley, Bright Machines, DesRosiers Architects.

Specialized Bicycle Components, 2010-2016. Lead Mountain Bike Graphic Designer. Responsible for all graphic design elements, color, finish and graphic presentation and production of the Mountain Bike and ATB lines.

AWARDS & EXHIBITS

- **Tokyo International Short Film Festival** January 2021 Best Music video, Green Swampy Water.
- * • **Euro Bike Gold Winner** 2015, Specialized Turbo Levo. Category E-Bikes & Pedelecs.
- * • **BikeRadar.com** 2013 and 2015 Most Wanted Awards. Most Wanted Cross Country Bike, Specialized Epic & Most Wanted Trail Bike, Specialized Stumpjumper FSR 29.
- * • **Vital MTB.com** 2013 Bike of the Year, Specialized Enduro 29.
- * • **Pinkbike.com** 2013 Trail Bike of the Year, Specialized Enduro 29.
- * • **Specialized Bicycles Annual Global Awards.**
Hanes Award, 2014 Design Drives Us, award finalist. Bike Graphics Team.
- * • **Specialized Bicycles Annual Global Awards.**
Hanes Award, 2013 Best Execution, Bike Graphics Team.
- **Los Angeles Society of Illustrators.**
Work featured and published in 46th Annual, 2008.
- **New York Society of Illustrators.**
Piece on display and published in 49th annual, 2007.
- **Academy of Art University.**
Multiple Illustrations chosen for display, 7 consecutive semesters.
- One of 8 exemplary illustrators featured at the Academy of Art University main building 79 New Montgomery Gallery. San Francisco, June 2006.
- Featured in Best Of the Academy Slide show, Academy of Art University graduation ceremony, May 2006.

EDUCATION

Illustration Academy accelerated program March 2006.

BFA Illustration, Academy of Art University 2001-2005.

AAS Graphic Design Colorado Mountain College 1999-2001.

SOFTWARE

- » **Adobe Creative Suite**
- » **Adobe Illustrator**
- » **Adobe Photoshop**
- » **Adobe InDesign**
- » **Adobe After Effects**
- » **Adobe Premier Pro**
- » **Astute Graphics vector plug-ins**
- » **Red Giant Trapcode Suite**
- » **Blender 3D software**
- » **FL Studio 20**
- » **KeyShot 3D rendering software**
- » **Microsoft Office**