

Craig Graham

BA Creative Visualisation (Hons)

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PERSONAL STATEMENT

Qualified Graphic Designer with over 3 years commercial experience designing Graphics for Print, TV, Web and Video Games. Now searching for a Middleweight Designer role where I can become an integral part of the creative team.

KEY SKILLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Adobe Flash
- Adobe Acrobat
- Adobe InDesign
- Adobe Dreamweaver
- Reason
- Logic Studio
- Autodesk Combustion
- Softimage XSI
- Toon Boom Animate
- HTML and CSS
- Mac and PC literate

WORK EXPERIENCE

September 2008 to Present Emote Games Ltd - Graphic & Web Designer

In September of 2008 I took the role of Graphic & Web Designer at Emote Games Ltd, a company specialising in socially networked video games. Answering to the Creative Director, my main responsibilities included:

- Working with game designers to produce game concepts and designs
- Production of in-game artwork and assets
- Production of game supporting website artwork
- Production of marketing artwork and assets
- Capture and editing of game footage into video trailers

November 2007 to August 2008
Freelance Graphic Designer

Between November of 2007 and up until starting work at Emote Games Ltd I worked as a freelance graphic designer both in the UK and France. During this period I worked on print, web and video based projects for numerous clients, including:

- S4C – Rownd A Rownd (Soap Opera) – design & maintenance of website and production of advertising materials.
- Marko Perisic Photography – design & maintenance of website.
- Dicks Tea Bar Group – website maintenance and design of menus and advertising materials.
- XFaders (entertainment promoters) – design & print of event advertising materials.
- Evolution (entertainment promoters) – design & print of event advertising materials.

October 2005 to October 2007
Griffilms Ltd - Graphic Designer

After graduating from my BA I took a position at Griffilms Ltd in Caernarfon, a multi-award winning animation and design studio creating work for TV, film, print and web. My main responsibilities included creating designs for web and print - from concepts to finished products, sound design and editing, liaising with clients and assisting with game design, 2D/3D animation and user interface design. Projects I worked on include:

- BBC – Countryfile - The Summer Diaries – logo design, concept artwork and sound design.
- S4C – Pencampau – logo design, concept artwork and storyboarding.
- Cwmni Da / S4C – CNEX – concept design, 2D animation & compositing, lip-syncing.
- Cwmni Da / S4C – Rygbi 100% – artwork creation, masking and compositing.
- Cwmni Da / S4C – Popeth yn Gymraeg – artwork creation, masking, DVD Cover design.

PROFILE

I am a confident and enthusiastic individual with a passion for graphic design. A fast learner, I have a desire to expand my skill-set be it through learning on the job or in my own time. Away from work I have a keen interest in music and DJ-ing, having performed as resident DJ at The Underground in Val Thorens (France) for over 6 months, and at many venues around the UK.

EDUCATION

BA Creative Visualisation (hons) – 2:2
A Level Welsh – C
GNVQ Advanced Leisure/Tourism – Merit
5 GCSEs including English and Maths

July 2005, University of Teesside
July 2001, Ysgol Friars
July 2001, Ysgol Friars
July 1999, Ysgol Friars

REFERENCES

John Cross
Creative Director, Emote Games Ltd
(Contact details on request)

Dylan Jones
Head of New Media, Griffilms Ltd
(Contact details on request)