



# RESUME

**Alan Evans**, Illustrator/Art Director

2600 S. Rock Creek Pkwy, ste. 11-104

Superior, CO 80027

(303)502-7639

email: artzilla@mac.com

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## Art Experience

(1999- present) **Freelance Illustrator/Art Director**

**Picture Plane Studios**, Santa Monica, CA; worked on high resolution illustration projects such as film posters and video game packaging for Vivendi, Warner Brothers, Disney, Lucas Arts and others.

**Quest Software**, Irvine, CA; software interface design/illustration as well as advertising illustration often integrating 3d elements.

**Marvel Entertainment**, New York; Work on special projects as penciler, inker and colorist; X-Men: Rogue, X-Men: Phoenix, Generation-X, X-Men Millennial Visions, Marvel Millennial Visions, Necrotic, Gate Crashers, Winds of Winter and others. Comic projects also involved some 3D work, either as reference or as backgrounds.

**Motion Graphics**; numerous film and video special digital effects and title sequences for independent films, multimedia projects and convention presentations.

(1994- 1999) **Drake Morton Image Studio**, Torrance, CA; Art Director/Lead illustrator for advertising and graphic design projects for Standard Communications, Inc., Kawai Digital Instruments, Kurzweil Digital Instruments, Electricord, and others. I managed the design team, art directed photo shoots and worked with photographers to integrate QuicktimeVR and hi-res digital photography in the photo studio.

(1993-1994) **Rothenberg/Dean**, design firm, Torrance, CA; Art Director/Illustrator, package design for Celestial Seasonings, Calistoga Water, Dewar's Scotch. Corporate design for Sony Pictures Entertainment and All Nippon Airways. Included art direction on photo shoots and printing supervision as well as photo-retouching and digital illustration.

(1992-1993) **Toyota Design and Graphics**, Torrance, CA; Graphic design, illustration and digital production for Toyota National Headquarters. Included art direction on photo shoots and product display, photo retouching and training of fellow designers on digital production techniques.

(1990-1992) **The Designory, Inc.**, design firm, Long Beach, CA; Production and graphic design of advertising and promotional material such as all showroom point of sale pieces for clients such as Honda, Nissan, Lexus and Porsche. Involved extensive work with typography, photography and page layout.

## Virtual Worlds

(2006-present) Created multiple brands which market and sell virtual goods ( clothing, skins, structures ) in the Second Life® Grid. Included graphic standards design, marketing research and strategizing, utilizing in-world and external media channels for linked exposure. Hired and managed (virtually) a staff of 6 from the US, Sweden, France and the UK. These brands are currently growing and will eventually link to rapid-prototyping systems external to Second Life®.

## Teaching

(2004-2006) **Palos Verdes Peninsula High School**, Designed and taught an animation/motion graphics program for a 3000 student high school.

## Graphics Education

**California State University, Long Beach** - BFA Illustration

**Art Center College of Design**, Pasadena, CA - Graphic Design, life drawing certificates

**California State University, Dominguez Hills** - Multimedia certificate

### References

**Ms. Lorin Yeater** - Boulder Learning, Inc., Boulder CO - 303-666-6567

**Mr. Nelson Brann** - Pistolera Post, Hollywood, CA - nbrann@pistolera.com

**Ms. Susan Nakaba** - Vice principal/curriculum, Palos Verdes Peninsula High School  
310-377-4888 xt. 204