

CHRIS FASON

Artist, Illustrator, Cartoonist, Graphic Designer

OBJECTIVE

Art Director in Advertising and indie comic and children's book artist aiming to find new opportunities as a graphic designer, graphic artist, storyboard artist, character designer, or any mix thereof.

EXPERIENCE

FREELANCE GRAPHIC ARTIST • March 2017 - Present

- Creator-owned content at <https://doodlesquat.com>
 - Original web comics, fan art, work for hire pieces
- Freelance Graphic Artist on the film, GAME NIGHT for S&K Pictures, Inc. Norcross, GA
 - Header graphic for game machine, Dance Warriors 3 as part of opening credits
- Freelance Graphic Artist on the film, THE HIGHWAYMEN for Netflix
 - Newspaper recreations (front, back, and inside pages) and photograph retouching and over-painting of historical figures and celebrities

ART DIRECTOR AT MARTIN RETAIL GROUP • May 2008 - Present

- Layout and Graphic Design for Print and Web
 - Newspaper and magazine ad layouts for national and regional use, billboards, banners, web banners, website mastheads, email blasts, maps, logos (heavy use of Adobe InDesign, Photoshop, and Illustrator for graphic creation and layout)
 - Photo retouching and editing
 - Preparation of files for print and the web with accurate sizing and resolution
 - Strong team player; efficient and organized
- Flash web animation experience
- Storyboard art for commercials
 - Digitally illustrated in Manga Studio/Clip Studio Paint and Photoshop
- Clients have included General Motors (GMC, Buick, Cadillac, Chevrolet), Allstate, Walmart, Fifth Third Bank, and the Nashville Zoo

ARTIST/ILLUSTRATOR AT PENGUINTONIA • 2012 - Present

- Artist and co-creator of children's picture book, ELKBAR
 - Character and environment design for children's books, sequential visual storytelling illustrations using Manga Studio/Clip Studio Paint and Photoshop
 - Book layout and design
 - Preparation of files for print

ARTIST/ILLUSTRATOR AT GEEKPUNK • 2001-2016

- Artist and co-creator of hit indie comic books, HERO HAPPY HOUR and DONALD OF THE DEAD
 - Character and environment design for comic books, sequential visual storytelling illustrations, traditional and digital illustration using Manga Studio/Clip Studio Paint and Photoshop
 - Preparation of files for print

EDUCATION

ACME VIRTUAL TRAINING NETWORK, SAN JOSE CA / BIRMINGHAM AL

- Certificate of Course Completion for Traditional Feature Animation taught by Warner Bros. animators of the animated feature films, The Iron Giant and Anastasia, among others, 1996 - 1998. Focus on 2D, traditional, hand-drawn animation, storyboarding, pencil tests, 2D character design and animation, 2D environment design, and 2D effects animation

JEFFERSON STATE, BIRMINGHAM AL

- Fine/Studio Arts, Traditional Animation, 1995 - 1997

HEWITT-TRUSSVILLE HIGH SCHOOL, TRUSSVILLE AL

- State Advanced Academic Diploma with concentration in AP Studio Art, 1994



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ADDITIONAL

- Writer/Artist in 2006 Will Eisner Comic Industry Award Nominee for Best Anthology, 24 HOUR COMICS DAY HIGHLIGHTS, Published by About Comics, 2005
 - Wrote and drew a 24-page comic book story in under 24 hours, which was chosen among thousands of entrants for publication, of which was nominated for an Eisner Award
- Guest artist for webcomics THE HERO BUSINESS and COMICS FROM SPACE
- Comic Book Artist for various anthology series from publishers Digital Webbing, Alias, and Dial "R" Studios
- Featured Artist at the University of Montevallo 2017 Forte Festival Comics Art Exhibit
- Frequently used graphics applications include: Photoshop, InDesign, Illustrator, Manga Studio/Clip Studio
- Adept at picking up new graphics applications and eager and willing to learn and better myself
- Portfolio URL: <https://doodlesquat.com/portfolio-2/>



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