

Juliann Brown



ART DIRECTOR / GRAPHIC DESIGNER

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SKILLS:

- **PRINT** — Art direction and graphic design of magazine covers, magazine editorial, logos, branding, signage, advertising, catalogs, billboards, kiosks, posters, DVD labels and packaging, product packaging, one-sheets, brochures, calendars, media kits, style guides, stickers, trade-show booths, embroidery, POP exhibits and more.
- **DIGITAL** — Website art direction and content updating, DVD-interface art direction, online-magazine concept art direction and design, photo retouching and redrawing, web banners, Xbox Live theme graphics and digital graphics for monthly magazine DVD. Knowledge of online communities and active member of Twitter, Facebook, LinkedIn, Plaxo, friendfeed, Flickr, Posterous, Yelp, eBay, etc.
- **PRODUCT** — Have designed graphics for snowboards, skateboard decks, T-shirts, beanies, jackets, hoodies, backpacks, board bags, belts, belt buckles, tourist mini-carsn, keychains, etc.
- **TECHNICAL AND MANAGEMENT** — Over 20 years of Mac experience. High performance in CS4 (Photoshop, Indesign, Illustrator). Light knowledge of Final Cut Pro, Dreamweaver and Flash. Strong knowledge of digital image editing, print production, proofing and press checks. Photoshoot experience and some light photography. Hiring and directing designers, illustrators and photographers.

PROFESSIONAL EXPERIENCE:

- 2001-2010: **FUTURE US, INC.** (Official Xbox Magazine) South San Francisco, CA — **Art Director**
Art Director of Official Xbox Magazine. Direction and design of a monthly magazine and various special issues. Also responsible for all branding and digital graphics for related magazine products, including OXMonline.com and monthly OXM DVD.
- 1999-2000: **TOKYOPOP MAGAZINE** Los Angeles, CA — **Art Director**
Art direction, graphic design and production (with no assistance or budget) for a monthly publication focusing on Asian pop culture. Also responsible for all branding and marketing materials.
- 1998-1999: **SABAN** (Fox Kids and Fox Family Channel) Los Angeles, CA — **In-house Freelance Graphic Designer**
Graphic Design for the licensee/merchandising department. Projects included marketing and promotional materials, advertising, style guides and on-air graphics for TV programs such as *Power Rangers*, *Adams Family The Series* and *Nascar SuperChargers*.
- 1998: **CITYSEARCH** Pasadena, CA — **Marketing Graphic Designer**
Print Designer of marketing materials for Citysearch offices around the U.S.
- 1997-1998: **LAMAR SNOWBOARDS** San Diego, CA — **Art Director**
Art Director and Graphic Designer for all of Lamar's marketing materials and products. Nintendo chose these board designs over those of other major snowboard manufacturers to be featured in the Nintendo 64 snowboarding game *1080*.
- 1995-1997: **TRANSWORLD MEDIA** (Transworld Skateboarding Magazine, Transworld Snowboarding Magazine, Warp Magazine, Skate Business, Snowboarding Business, Snow Life, Board Aid and Hard Rock Tour) Oceanside, CA — **Graphic Designer / Agency Artist**
Designed editorial sections and in-house advertising for all of the magazines, as well as marketing and promotional materials/ads for numerous events. Also did agency work for outside advertisers.
- 1996-1998: **CLIMAX DISTRIBUTION** (Invisible Skateboards, Blockhead, Sixteen Skateboards, Tracker Trucks, Orion Trucks, Neighborhood Skateboards, Street Rod Clothing and Stamina Clothing) Oceanside, CA — **Graphic Designer**
Responsible for all of the advertising, marketing materials and product for these companies associated with the distributor.

EDUCATION:

- 2000: **MOVIOLA** Los Angeles, CA, Final Cut Pro Certificate
- 1993-1995: **THE ART INSTITUTE OF CALIFORNIA — SAN DIEGO** (formerly known as The Advertising Arts College)
San Diego, CA, Advertising Arts Bachelor Degree program
- 1993: **THE ADVERTISING ARTS COLLEGE** San Diego, CA, Desktop Publishing Certificate

INTERESTS:

- Painting, the arts, photography, technology, music, cooking and film