



**DEAN
GUSTAFSON**

ILLUSTRATION • GRAPHIC DESIGN • WEB DESIGN

RÉSUMÉ AND CONTACT INFORMATION

P.O. Box 225062
San Francisco, CA. 94122
artwork@deangustafson.net

(415) 373-7773

<http://deangustafson.net/portfolio>

SUMMARY OF QUALIFICATIONS

25 years of experience in the fine arts and 15 years as a digital artist. Adaptable as an illustrator and graphic designer in many styles. Has created hundreds of successful images and websites for clients with a wide range of needs, including:

- Illustrations
- Web Design
- Presentations
- Interfaces
- Storyboards
- Print Preparation
- Logos
- Games

COMPUTER SKILLS

Key programs of knowledge, training and expertise:

Current

- Adobe Photoshop (CS3, CS4)
- Adobe Illustrator (CS3, CS4)
- Adobe InDesign (CS3, CS4)
- Adobe Dreamweaver (CS3)
- Adobe Flash (CS3)

Previous

- Macromedia's Director (2D animations)
- Animation Master (3D, Hash Inc.)
- Extreme 3D (Macromedia's 3D program)
- RenderMan (3D)
- Electric Image (3D)

EXPERIENCE

Freelance Illustration and Web Design: 2004-present

Creating illustrations, websites, logos, animations, and presentations. Duties include:

- Producing marketing illustrations, graphic designs, logos, and storyboards.
- Creating websites utilizing HTML, CSS, Javascript, and inserting Flash media.
- Transforming visuals into a mass-produced medium for consumer market.
- Preparing images for printing processes, websites, and presentations.
- Learning new programs to accomplish new goals and challenges.

continued...

EXPERIENCE *continued...*

Midnight Design, Moraga, CA. 1995-2004: Senior Artist.

Designed and produced original art for medical, educational and entertainment websites, and CD-Roms. Quickly learned challenging new computer programs in 2D and 3D illustration and animation. Could be counted on to overcome difficult design challenges to meet customer's changing needs. Effective team member, attaining production goals within budget, leading to increased market share and profit. Known for flexibility and creativity, employing a wide variety of styles to suit client needs. Additional duties included:

- Interfacing and collaborating with management and staff in conceptualizing and concretizing customer needs into effective marketing graphics, within timelines.
- Organized and consolidated large quantities of information for visual designs.
- Preparing work for the web, digital printing processes, CD-ROMs, presentations and games.

Clients included:

The California Academy of Sciences, 2n Productions, Allyn & Bacon, Addison Wesley Longman, Dantz, Toyota, Mosby, Ninth House, Sybex, Macromedia, Digital Eclipse, The Learning Company, Hasbro, Basis Inc., Netopia, and more.

Mondo Media, San Francisco, CA, 1994: Multimedia Artist

For a pioneering international company in computer games, worked with Art Director creating illustrations and animations for *Explorapedia*, a widely distributed educational game for Microsoft.

Exhibiting Gallery Artist of Paintings and Drawings: San Francisco, 1987–present.
Current and ongoing gallery exhibitions.

EDUCATION

- *City College of San Francisco.* San Francisco, CA. *Graphic Support Specialist* certificate. Design and Type Fundamentals. Adobe CS4 for the Mac. 2009
- *Academy of Art College:* San Francisco, CA. 1990. Earned BFA *with Distinction* in Painting and Drawing.
- *University of Minnesota:* Painting and Drawing, 1986
Minneapolis College of Art & Design: Painting and Drawing, Media Arts, 1982-1984

VOLUNTEERING

California Academy of Sciences, San Francisco. Astronomy and aquarium docent, and illustrator. 2009-2010.

SFAA (San Francisco Amateur Astronomers) Astronomy volunteer. 2005-2010.

References available upon request.