

# CARL FRANK

Graphic Artist • Illustrator • Concept Artist • Art Director  
portfolio website: [www.carlfrank.com](http://www.carlfrank.com)

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Versatile art professional with a passionate work ethic, and 20+ years of professional experience providing creative, compelling artwork and visual concepts. Seeking Illustrator, Graphic Artist, Graphic Designer, Art Director and/or Concept Artist position

## EMPLOYMENT HISTORY

4/14 - Present and 10/01 - 11/08

Freelance Illustrator/Concept Artist/Art Director/Art instructor

Carl Frank Illustration – Laguna Niguel, CA; Humble, TX; Houston, TX

- Designs and creates attention-getting artwork and visual concepts, from sketch to finished image, enhancing, clarifying and generating interest in commercial products, using primarily Adobe Photoshop and traditional media
- Collaborates with art directors to arrive at visual solutions suited to the precise needs of products, taking input and critique cheerfully
- As project art director and lead line artist, supervised international team of artists on independent animated movie, ensuring quality and consistency of art assets
- Creates entertaining and educational art party experiences for as many as 40+ guests at a time, leading them through paintings step-by-step with humor and personality
- Partial Freelance Client List:  
Wizards of the Coast/Hasbro; Electronic Arts; Games Workshop; Alderac Entertainment Group; Disney Interactive; Super Bit Machine; Coverage Ink Films; Old Stump Brewery; Painting With a Twist

2/14 - 4/14

Concept Artist

Pro Unlimited – Bethpage, NY (as remote employee)

- Created concept art, promotional art, and in-game art for EA's Mythic Entertainment, using Adobe Photoshop
- Worked with art director to produce striking imagery to engage players in game experiences

12/08 - 6/13

Graphic Artist

Zynga Inc. – San Francisco, CA (as remote employee)

- Created concept art and finished art assets for web-based and mobile games, using Adobe Photoshop, Adobe Illustrator, and Adobe Flash
- Teamed up with other artists and designers to develop visual assets that enhanced players experiences with clear, visually stimulating imagery tailored to the style of each game

## EDUCATION

- California State University, Fullerton  
Bachelor of Fine Arts in Art with emphasis in Illustration; Graduated with Honors

## SKILLS

- 20 years of cumulative professional experience in art
- Adobe Photoshop, Adobe Illustrator, various traditional media
- Excellent freehand quick-sketch abilities, working from both imagination and reference
- Creative, Focused, Disciplined
- Dedicated to meeting and exceeding responsibilities and client/employer expectations