



# CARL FRANK

**Illustrator • Graphic Artist • Concept Artist • UI Designer**

Versatile art professional with 20+ years of experience providing compelling artwork and visual concepts seeking Illustrator/Graphic Artist, Concept Artist, Art Director and/or UI Design role

## PORTFOLIO

[www.carlfrank.com](http://www.carlfrank.com)

## CONTACT

[cf@carlfrank.com](mailto:cf@carlfrank.com)

(714) 397-6920

[www.linkedin.com/in/carlfrank/](http://www.linkedin.com/in/carlfrank/)

## SKILLED IN

Adobe Photoshop,

Adobe Illustrator,

Sketch (UI/UX)

Traditional Media

## EDUCATION

**Bachelor of Fine Arts,  
Illustration**

*California State University,  
Fullerton*

**Intro to UI Design course  
UI Immersion course**

*Career Foundry*

## EMPLOYMENT HISTORY

**08/2021 - Present**

**Senior Graphic Artist  
Monumental LLC - Austin, TX**

- Creates illustrations and concept art in varied styles, ranging from naturalistic images to abstract graphic elements
- Edits and paints over AI-generated imagery to improve quality and accuracy to IP
- Produces UI concepts and final assets

**7/2013 - Present**

**Self-Employed Artist/Illustrator  
Carl Frank LLC**

- Creates private commission original artwork utilizing traditional media, for collectors
- Markets prints of my personal and professional artwork (as allowed by contracts)
- Produces illustrations for clients in digital or traditional media, (always confirming that any such work is compliant with any non-compete clauses I may be subject to at any given time)
- Work has appeared in properties by: Wizards of the Coast (Magic: The Gathering, Dungeons and Dragons), Electronic Arts, Games Workshop, AEG

**12/2008 - 6/2013**

**Graphic Artist  
Zynga, Inc - San Francisco, CA**

- Created concept and finished art assets for web-based and mobile games, using Adobe Photoshop, Adobe Illustrator