



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

CONTACT

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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