

# Greg Santelices

## Art Direction & Design

### OBJECTIVE

Within our lives we're given the opportunity to prove to ourselves and others the range of our talents, abilities, drive and insight. Today I turn to you for the opportunity of a lifetime that will bring good fortune to both your company and myself. Together we can create a new standard for quality design.

### EXPERIENCE

#### Freelance (Present)

Providing concept, design and illustration for various clients. Able to take the project from concept to completion, from sketch to full color presentation boards, from layout to final mechanical art. Client list includes: Disney, T Mobile, Motorola, Dreamworks, YRG Workout, Cadaco, Hot Topic, Activision, New Line Cinema.

#### The Cannery/Cannery Games - Art Director/Senior Designer (April '05-August '06)

Use of design and computer skills to visualize and create DVD games, DVD and UMD menus, game packaging, website design, logo design, game collateral and video game buyer kits. Duties include managing projects and fellow employees, conceptual design, character design, layout design and client communication. Clients include Disney, New Line, Dreamworks, Warner Bros, Aardman, Microsoft and Activision.

#### Maisto International - Project Designer (January '05-April '05)

Use of design and computer skills to create and design toy packages for die-cast toy lines, product illustrations and renders, help update website images, create final art for production and digital photography of product lines.

#### JMP Creative Inc. - Senior Designer (June '99-January '05)

Use of design and computer skills to create and design toy packages, toy and company identities, in-store POP, style guides, marketing and promotions ideas for movie studios and much more for such companies as Universal Pictures, Dreamworks, Fox, Manley Toy Quest, Playmates Toys, AMPM, Pepsi, Coke and Chevron. Duties include managing projects and fellow employees, conceptual design, character design, layout design and client communication.

#### Jeff Hamilton Industries - Designer (February '97-June '99)

Use of design and computer skills to create and design custom leather, wool and twill jackets and brochures for such companies as NBA, NFL, MLB, NASCAR, ESPN, World Wrestling Entertainment, Ford and 20th Century Fox. Duties include managing projects and fellow employees, conceptual design, character design, layout design and client communication.

### CONTACT

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### SOFTWARE & EDUCATION

Adobe Photoshop CS2, Adobe Illustrator CS2,  
QuarkXPress 6.5

Associates of Arts in Graphic Design -  
PLATT College 1997

Gnomon School of Visual Effects -  
Intro to Maya, Storyboarding, Production &  
Concept Design and Digital Painting.

Additional skills - Illustration, concept design,  
character design, graffiti lettering, color design  
and digital painting.