

Hello, I'm Summer Sylvester.

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Skills

PROGRAMS: Photoshop, InDesign, Illustrator, Microsoft & Google Docs

DESIGN: Brand Identity, Visual Design, Social Engagement, Motion Graphics, Production, Resource Management

ART DIRECTION: Web, Social, Corporate, Food & recipe styling; Prop & set creation, including wardrobe styling

Experience

JANUARY 2019 - PRESENT

Spin Master Toys, Culver City, CA - *Freelance Production Artist, Visual Branding (Production + Design)*

- Lead designer on card production for the Bakugan TCG from Concept to Print
- Designed exclusive products for big box retailers such as Target, Walmart, Costco and Sam's clubs with millions of units sold worldwide
- Created assets & designs to spec from Playsets to Action Figures alongside DDS creation for Monster Jam, DC/Universal, Tech Deck, How to Train your Pet Dragon/Universal

JANUARY 2018 - 2019

Quigley-Simpson, Brentwood, CA - *Freelance Art Director*

CM School Supply, Riverside, CA - *Freelance Art Director (Production + Design)*

Planet Art, Calabasas, CA - *Freelance Production Artist*

MARCH 2011 - JANUARY 2018

MXM, Culver City, CA - *Art Director (Production + Design)*

- Managed multiple projects at once, from high-level conceptual design to day-to-day project executions
- Responsible for monthly CRM maintenance for major consumer brand Web sites like Nestlé, Bob Evans & Leading Hotels of the World
- Collaborated with Project Management, Production, fellow Art Directors and Studio to achieve the best creative solutions on all assignments
- Managed production for in-house, company-wide agency rebranding

JUNE 2014

Trailer Park, Hollywood CA - *Freelance Print Production Artist + Designer*

- Revised and finalized Amaray print template within tight deadline
- Collaborated with in-house creative team to develop a concept and design for home entertainment release (20th Century Fox)

NOVEMBER 2006 - MARCH 2011

Petrol Advertising, Burbank, CA - *Production Artist + Designer*

- Conceptualized and developed theatrical, television and Web campaigns
- Designed and finalized print piece components of video game packaging
- Created, retouched and revised numerous assets, templates and concepts for print, Web sites and banner campaigns for Sony, Electronic Arts, Disney

Education

JULY 2010 - JANUARY 2011

UCLA Extension, Los Angeles, CA - *Web Design & Programming*

JULY 2005 - JANUARY 2007

FIDM, Los Angeles, CA - *Associate of Arts Graphic Design*

Awards Bronze Award Winner, 2010 Mi6 Awards, Best Product Logo Design (Batman: Arkham Asylum)