

# Ana Clark

Digital Illustration • Graphics & Packaging • Design Prototypes

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## Experience

### **Brain Storm Products, LLC., Escondido, CA 2012 - Present**

- Graphics & digital illustration designer.
- Design licensed & original products for XKites, X-Gliders, EZ Breezy and WindNSun brands.
- Work as graphics support, creating sales collateral, presentations and mock-ups for the sales team.
- Work directly with licensors and licensor brands; Sanrio, Lucas Licensing, Disney/Pixar, Mattel, Inc., Rovio Entertainment, Warner Bros., NBC/Universal and Hasbro.
- Product management using online licensor style guides and online licensor approval systems.
- Proofing all graphics on packaging, products and advertising collateral.
- Front end Web Design using Illustrator CS6.
- Work with off site factory to insure quality products.
- Position: Sr. Graphic Designer/Production Artist in Graphics Department.

### **Free-lance Designer, 2009 - 2012**

**Clients include: Shell Publishing, Teacher Created Materials, McTurk Designs, USAopoly, Inc., & U.S. Arts.**

- Design digital illustrations & graphics for K-12 textbooks.
- Design surface designed prototypes for manufacturing.
- Design board game graphics.

### **USAopoly, Inc., Carlsbad, CA 2000 - 2009**

- Graphics & packaging designer.
- Designed licensed products for Hasbro Toys, Inc., Milton Bradley and Disney.
- Product management using online licensor style guides and online licensor approval systems.
- Work with off site factory to insure quality products.
- Position: Sr. Creative Designer in Graphics Department.

### **Freelance Graphics & Product Designer, Oceanside, CA 1998 - 2000**

- Graphics & packaging designer.
- Designed licensed products for Mattel Toys, Lewis Galoob Toys, Playmates Toys, The Unknown Artist, Teacher Created Materials and L.L. Knickerbocker.

### **Lewis Galoob Toys, Inc., South San Francisco, CA 1997 - 1998**

- Graphics & packaging designer.
- Designed licensed products.
- Position: Sr. Designer in Girls Toys Department.

### **Mattel Toys, Inc., El Segundo, CA 1995 - 1997**

- Product surface designer.
- Designed licensed products.
- Worked in Mattel's overseas plants supervising product manufacturing and quality control (Indonesia, Malaysia, Hong Kong, China).
- Worked at the 1997 New York Toy Fair Convention.
- Position: Surface Designer in 3D product design department.

### **Boggs & Lambur Studios, Hermosa Beach, CA 1992 - 1995**

- Designed licensed products.
- Designed B-sheets and presentation boards for licensors; Bandai America, Mattel, Inc., and Disney Consumer Products.
- Surface designer for licensed products.
- Position: Jr. Designer.

## Education

### **Lynda.com - Ongoing**

- Updating software skills using online tutorials.

### **Mira Costa College, Oceanside, CA - Ongoing**

- Updating software skills by taking courses at the Media Arts & Tech. Department.

### **Art Center College of Design, Pasadena, CA 1989 - 1992**

- BFA in Illustration.

## Skills

- Design Software: Creative Suites 6 – CS6 Illustrator, CS6 Photoshop, and CS6 InDesign, Mac and PC platform.
- Office Software: Microsoft Word, Excel Spreadsheets, Power Point, Mac and PC platform.
- Work with digital style guides and online approval systems.
- Traditional design skills: sketching, drawing, Pantone® color mixing and hand painted 3D prototypes.
- Self-starter, motivated, punctual, organized, bilingual and a team player.
  
- References upon request.