

DAN MAYNARD  
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ILLUSTRATION  
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## SKILLS

• Illustration	●●●●●	• Teaching	●●●●○
• Concept art	●●●●●	• Mac/Windows OS	●●●●○
• Graphic design	●●●●●	• UV texture Painting	●●●○○
• Adobe Creative Suite	●●●●●	• 2D sprite painting	●●○○○
• Microsoft Office	●●●●●	• Normal mapping	●●○○○
• Customer/client service	●●●●●	• HTML	●○○○○

## EDUCATION

- Columbus College of Art & Design, 2013, BFA with Honors.

## FREELANCE

- Pleasant Vineyard Ministries (2011-2014): T-shirt design.
- JS Skye LLC (2011): Designed logos, branding, book cover.
- Emerald City Games (2012): Painted UV character textures for Lionheart Tactics.
- CCAD IT Helpdesk and Print lab: Branding design
- Fantasy Flight Games (2013-2014): Illustrated Trade Card Game art.
- Weaverde (2015): Designed company logo and 5 salsa labels
- Electronic Poets (2015): Designed Branding, Logo, and company mascot character.
- Shawn Murpy Comics(2016): Designed and illustrated mechaflux comicbook.
- Chance McDonald-Sims (Jan-May 2017): Video game concept art.
- Kirusoft (May-July 2017): Video game concept art.
- Anigma (Aug 2017): Computer case concept art.
- Commissions for non-commercial use (2010-Present): Concept art, illustration, graphic design for clients personal use.

## WORK EXPERIENCE

- CCAD IT Help Desk & Print Lab (2011-2013). Lead Tech:
- Pleasant Vineyard Ministries (2009-2014). Art Teacher.
- Painting with a Twist (2015-2017): Art Teacher.