

Contact



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www.danecozens.com

Education

VIRGINIA COMMONWEALTH UNIVERSITY BFA in Communication Art 2006 - 2010

SAVANNAH COLLEGE OF ART AND DESIGN MFA in Illustration 2015 - 2017

Skills

- ILLUSTRATION
- DESIGN
- TYPOGRAPHY
- CONCEPT ART
- EXPERIENCED WITH BOTH PRINT AND DIGITAL PROJECTS
- DETAIL ORIENTED
- TIME MANAGEMENT SKILLS
- COMMUNICATION

DANE COZENS

Illustrator | Designer | Concept Artist

Enthusiastic, creative illustrator and graphic designer with excellent visual problem solving skills. Striving to develop my career and expand how my art skills can be used. I'm a creative who enjoys collaboration while also wanting to bring my talents to the team.

Work Experience

ARISTOCRAT GAMING

ARTIST II | 2018-Present

I create illustrations, logos and graphic design for Aristocrat's slot machine games. I also prepare these assets to be animated by an animator. As a team member, I study competitors games to design art packages for our games to be more popular with our players. This has evidently worked as most of my games have reached the Eiler's Report, a list of the monthly top performing games in the industry.

Some of the high performing art packages include Big Fu Cash Bats, Fortune Harmony, Big Bacon Bucks, and Cash Across: Savanna Lion.

Illustration | Graphic Design | UI Design

FREELANCE ILLUSTRATION AND CONCEPT ART

ILLUSTRATOR, CONCEPT ARTIST, DESIGNER | 2010-Present

I have freelance illustrated for a variety of clients including Crafty Apes visual effects studios, Simon and Schuster Book Publishing, Nat Geo Wild, Fantasy Flight Games, and The University of Oregon. These projects varied from designing creatures and characters for movies to illustrating dramatic scenes for book covers and advertisement posters.

Illustration | Concept Art | Graphic Design

AMERICAN GAMING SYSTEM

ARTIST | 2017-2018

I created illustrations and designs for slot machine games. I also prepared many art packages for animation.

Illustration | UI Design | Concept Art

TMP WORLDWIDE

GRAPHIC DESIGNER AND ILLUSTRATOR | 2011-2015

At TMP Worldwide's DC office, we created recruitment advertisement campaigns for government agencies and companies that specialized in space, aeronautics, and defense work. I started at TMP making mechanicals for print publication, but I was promoted to design print ads and website designs. I specialized as their logo designer, illustrator, and photo editor. While working here, I was especially proud of designing a campaign for NAVAIR that won a Creative Excellence in Advertising award.

Print design | Web design | Logo design | Photo Editing Illustration | Print Mechanical Pipeline