



**PHILLIPPE ST. GERARD!**  
ILLUSTRATOR! CONCEPT ARTIST!  
ANIMATOR! HIRE HIM!

718.757.6802 • PHILLIPPE@GRAPHITEGOLEM.COM • PORTFOLIO: WWW.GRAPHITEGOLEM.COM

### Why should Phillippe work for you?

C'mon, have you *seen* his portfolio? He's amazing. The fact that you're reading this resume already shows that you are interested; do yourself a favor and hire him already.

### How is he better than anyone else?

Years of freelancing and self-employment have resulted in proven deadline management and prioritization abilities. Strong communication skills acquired from working hands-on with clients and leading meetings involving 3-15 participants, on subjects ranging from budget talks to project timelines.

### What technical skills does he have?

**Highly skilled** with **Photoshop**, **Illustrator**, and **Flash CS3**. Strong hand illustration skill with very adaptive style. Familiar with best practices for optimizing artwork for print and the web. Proficient with ActionScript 2.0, AfterEffects, Premiere, and Dreamweaver.

### Where has Phillippe worked?

#### At A Glance:

- Self-taught digital illustrator with traditional animation education and experience.
- Quick turnaround time for initial, revision and final artwork.
- Experienced with working on short-term, high priority projects that require direct interaction with clients.

#### **Character Designer/Illustrator**, Hero Games; NY, NY (Q4 2008 - Q1 2010, freelance)

Updating the costume design of long-loved characters in the Hero Games cosmology demanded strict adherence to style guidelines along with finding ways to retain the familiar look while keeping the prior look and feel. Creating new, iconic monsters for theme books required working closely with Art Director.

#### **Feature Column Illustrator**, Star Media (Smooth and Jewel Magazines); NY, NY (2005-2010, freelance)

Keeping up with the fast-paced demands of pop culture-heavy periodicals requires independent research of styles and trends, in addition to quickly adapting feedback/critique from the Editor and Art Directors of the magazines to create fresh and relevant content to accompany 4 bi-monthly columns.

#### **Lead Designer**, Sapo Entertainment; Brooklyn, NY (2005-present, part-time)

In addition to the artistic responsibilities that naturally accompany a position like this, working with and sometimes directing a small group of creatives to create an online entertainment portal requires social media leveraging as well as trade show and convention planning to create desired levels of exposure.

#### **3rd Season Production Intern**, "Courage the Cowardly Dog," Cartoon Network; NY, NY (Q3 2000)

Ensuring that the show stayed on schedule required acting as a liaison between Design and Production staff, quality-controlling and correcting pre-production materials before shipping them to animation houses, and managing archives of past seasons' designs and materials.