

Tim Durning | *Illustrator*

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Experience/

Production Artist/ May 2008 - Present

Applehead Factory, Inc.

Responsibilities include production artist on several toy lines, graphic designer, colorist for graphic novel series, produced artwork for promotional materials, toy designer, website designer.

Design Intern/ January-May 2008

Applehead Factory, Inc.

Produced comps, layouts, and logo design for independent design company.

Clients/

The New York Times, UPS, 168 Design, Applehead Factory, APE Entertainment, Warlord: Collectible Card Game, Security Management Magazine, The Independent, Powerpop Comics, Unsuit Entertainment

Education/

University of the Arts: BFA in Illustration, May 2008, Graduated with Honors

Devon Preparatory School: High School Diploma, 2004, Graduated High Honors

Skills/

Proven ability to create visual material in many markets

Strong ability to demonstrate conceptual thinking

Strong drafting skills with a focus on figurative illustration

Strong project management skills to oversee many ongoing projects

Wide experience with traditional materials

Technical Qualifications/

Photoshop CS4, Illustrator CS4, InDesign CS4, Dreamweaver CS4, Quark XPress, HTML, CSS, Microsoft Office

Recognitions/

2004-2008: Presidential Scholarship, Jantzen Family Scholarship Grant

2007: Nominated for Von Hess Travel Fellowship and Scholarship

2008: Mike Liddy Award for Achievement in Design, American Illustration 27 (website), CMYK Magazine #42

2009: Society of Illustrators Annual Student Competition

References/

Available Upon Requests