



Gordon Dean Smith

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GRAPHICS IMPLEMENTATION SPECIALIST / PRODUCTION ARTIST

- Extensive experience in all stages of graphics projects from conception and development through production of finished art/piece
- Have worked with on-product graphics, technical standards development and implementation, concept presentations and production work for a variety of media.
- Experience working independently and as Team Leader collaborating with other team members and groups, in other branches, cities and countries
- Proficient with: Adobe CC Suite: Illustrator, InDesign, Photoshop. Familiar with Microsoft Office Suite and many others.

Software Proficiency

Nokia, Inc.
*Senior Implementation
Specialist*

Responsibilities:

- Work independently and as Team Leader on a variety of Graphics projects
- Copywriting and proofreading for manuals, brochures, etc.
- Project tracking, oversight, correspondence, scheduling, filing and quality control
- Develop project and practical workflows and pipelines for increased efficiency and faster turnaround
- Produce Finished Art for printing
- Troubleshoot production and prepress/pre-release issues

Accomplishments:

- Developed work pipelines to make processes faster and more efficient - Developed project filing and tracking systems to work with new DocStore database - Assisted in development of Corporate Graphics Guidelines Manual
- Worked daily with local and worldwide clients; traveled to London, Helsinki and Copenhagen for meetings, team coordination

Software primarily used: Adobe Photoshop, Illustrator, InDesign and DocStore Database

Olio, Inc.
Production Artist

Responsibilities:

- Refined and Produced Billboard/Signage Art, Construction Documents and Animations

Accomplishments:

- Projects worked on include Universal Citywalk, Disney's California Adventure, Atlantis Hotel / Bahamas and others

Software used: Adobe Photoshop, Illustrator, AfterEffects, Infini-D

Sargent & Berman
Production Artist

Responsibilities:

- Refined and Produced Finished Art for a wide variety of projects spanning print and web media

Accomplishments:

- Refined and produced finished art for Spiderman, Spiderman 2 (Sony Pictures), ET re-release (Universal Pictures), Bandai (PowerRangers) and other packaging, manuals and brochures
- Assisted in website layout, provided construction, implementation and troubleshooting for EspriTV.com and mapledriverrestaurant.com websites

Software used: Adobe Photoshop, Illustrator, QuarkXPress, DreamWeaver, Flash

Education

University of California, Santa Cruz / Bachelor of Fine Arts

- Focus on Printmaking and Painting

Academy of Entertainment and Technology (Santa Monica City College)

- Studied both Hand-drawn and 3D Computer animation, Storyboarding, Animatics, Sound and Lighting. Worked with Autodesk Maya, AfterEffects, Flash, ProTools, DreamWeaver, among others

Pierce College

- Studied traditional Machine Shop and basic CNC programming

Oxford Institute of Technology

- Focused training in 2017 Adobe CC suite: InDesign, Illustrator and Photoshop