



# Thomas Gilbert II

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**Profile: Articulate, diligent, hardworking professional with over six years of experience in graphic design, teaching, production art, character design, and Photoshop specialization.**

## Computer Software

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- Experienced using both PC and Mac OSX
- Adobe Photoshop (7-CS4)
- Quark Xpress 8
- Adobe Illustrator (8-CS4)
- Adobe InDesign CS4
- Macromedia Flash MX
- Microsoft Word
- Microsoft Excel

## Employment History

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Aspen Publishers, New York, NY

2005-Present

- **Graphic Designer:** Creation and alterations of brochures, advertisements, books covers, inserts, etc. Pre-flighting all outgoing projects. Work closely with Art Director, Project Coordinator and Promotional Managers.
- **Art Director:** (Temporary) Outsourced jobs to freelancers, Trafficking of work between various departments within the company, Delegation of project assignments, Designed a variety of brochures, book covers, magazine inserts, etc.

Commission Artist, Philadelphia, PA

April, 2004-Present

- **Commission Art:** (Freelance) Character Design, Illustration, Comic book creation, Sculptures

Z-Man Games, Mahopac, NY

July, 2004-June, 2005

- **Character Designer:** Followed specific, detailed descriptions for character illustrations.

Mastery Charter High School, Philadelphia, PA

September, 2003-April, 2004

- **Digital Arts Teacher:** Designed and implemented a course curriculum focused on Adobe Photoshop and incorporated Adobe premiere, Sound Forge and MS Word. Classroom management, Worked closely with faculty to create inter-classroom projects.

## Academic

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University of the Arts, Philadelphia, Pa.

- Masters of Arts in Teaching in Visual Arts, 2002
- Instructional I, Art K-12 (Completed)

University of the Arts, Philadelphia, Pa.

- Bachelors of Fine Arts (Animation), 2000 (Completed)