***DONALD KING*** http://dkingdesigns.weebly.com dking.art@gmail.com

**PROFESSIONAL PROFILE** m

Creative Artist with recognized talent for quickly creating concepts and producing quality artwork. Collaborates well with others to generate and execute ideas within tight deadlines. Earned a reputation for dedication, attention to detail and versatility.

**WHAT I DO...**

Traditional and digital illustration, mock-ups, screen-flows and layouts, character designs and storyboards, print and digital ads

**EDUCATION**

**2D / 3D Animation Program 2006 – 2007**

**Centre for Arts and Technology**

**Halifax, NS**

Classical and Symbol Animation, 3D Modelling and Animation, Storyboarding, Character Design, Art History, Life Drawing, Video Editing, Image Editing.

**Multimedia Graphic Design & Development 2004-2005**

**Eastern College / CompuCollege**

**Halifax, NS**

Web Design and Programming, Site and Interactive Media Development, Print Design, Video Editing, Audio Editing

\*Received the Rampage Technology: Award for Excellence

**EXPERIENCE**

**Freelance Graphic Artist and Illustrator January 2013 – Present**

**Various clients**

Currently I'm working as a freelance illustrator and designer, creating a number of works for local small businesses and commissioned artwork. I employ strong work ethic and discipline to deliver projects on time and to the client's satisfaction.

**BURKE & BURKE DESIGNS February 2013**

**Freelance Illustration**

Commissioned to create five specified archetypical characters, from concept to finished art.

**HB STUDIOS – HFX January – August 2012**

**Graphic Artist**

Created concept art, sprite animations and textures; reporting to the Lead Artist and Producers. Developed user interfaces, characters and advertisements for an athlete management mobile game “Medal Bound”.

**HB STUDIOS – HFX CONTINUED 2**

Sole artist for the majority of the eight month development cycle. Required to quickly produce,

Iterate and re-implement art. I was responsible for developing the artistic aesthetic of the game, from characters to menus and navigation.

Helped establish a pipeline for creating and implementing all art assets on “Medal Bound” and two expansions. When the game launched, I created digital advertisements for a number of game websites and print advertising for international newspapers/magazines, which appeared during the London Olympics;

Unfortunately my time at HB was cut short when the Halifax studio closed. I was offered a new contract which required relocation. After careful consideration I decided to stay in Halifax and accepted redundancy (after completion of the remaining assets for Medal Bound's second expansion).

**COLLIDEASCOPE DIGITAL PROD September – November 2007**

**Animation Clean-up Artist**

Created clean animation from initial roughs, responsible for the finished appearance of the scene as specified by design documents.

**COLLIDEASCOPE DIGITAL PROD November – December 2005**

**110+Hrs Work Term**

Converted hand-drawn backgrounds into digital line-art and prepared the file’s layers for animation.

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