

## RESUME - 2010

Chad Layne Champneys

**OBJECTIVE:** To contribute my talents and expertise as an Artist & Graphic Designer to an energetic & creative team that challenges, inspires & encourages growth.

4474 South 3375 West  
West Haven, UT 84401

**EXPERTISE:** **COMPUTER KNOW-HOW**  
BOTH MAC AND PC PLATFORMS  
Macromedia FreeHand  
Adobe PhotoShop / Image Ready  
Adobe Illustrator  
Macromedia Dreamweaver/HTML  
Adobe Flash  
Macromedia Fireworks  
Adobe PageMaker  
Macromedia Fontographer  
Adobe GoLive!

**STRENGTHS**  
An artist, painter and illustrator  
Adept at multi-tasking  
Thorough organizational skills  
Quick and eager learner  
Work well both independently and on a team  
Ability to motivate and mentor others  
Detail-oriented  
Thrive under pressure

801-663-6176 cell  
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**EXPERIENCE:** **SELF-EMPLOYED (chalacha graphic design), WEST HAVEN, UT - May 2006 - Current**  
Under contract with previous employer as Lead Designer to assume all creative responsibilities and duties held during direct employment.\*\*\*

**Clients:** Page's Day Care Scool - Logo redesign and Flash Website Development, 2010  
All Day Energy Spray (Uplift Nutrition) - Identity design. Package development and P.O.P. displays, 2009/2010  
Ryno Corp/RPS - Designed Identity system/logo and collateral material, 2010  
Landvisions Landscaping - Developed Website, 2009  
Earthworks Landscaping - Developed Website, 2008  
Neuwave Electric Company - Designed Identity system/logo and collateral material, 2006  
Circle Treatment Center - Designed Identity system/logo and collateral material, 2006  
Future Fossils (band) - Designed Band Logotype and debut CD cover, 2006

\*\*\***SPECIALTY MANUFACTURING, EVERETT, WA - October 2000 - May 2006**

### LEAD GRAPHIC DESIGNER

Specialty Manufacturing, a company within the Gaming industry, creates hundreds of unique games each year. As lead designer for over 7 years, I have developed expertise in the following areas:

**Concept Development.** Work closely with Marketing department and Creative Director to generate ideas for game concepts and Marketing materials.

**Creative Direction.** Contribute criticism & art direction to Designers and Production Artists both one-on-one and in group atmosphere.

**Illustration.** Both by hand and on computer using a variety of media.

**Project Management.** 200-250 games per year from concept to completion, typically juggling nearly 30 games in all different stages of development.

**Typography.** Creating and Manipulating.

**Production/Layout.** Primarily using Macromedia Freehand, create full color graphics and layouts for process output of flyers, posters and tickets. Responsible for preparing files for output to film as well as preparation for digital press/printer.

**US NAVY - June 1993 - July 2000**

**PURCHASING/LOGISTICS/ACCOUNTING**

More information available upon request.

### Early Freelance Experience

[2001] SOG Knives. Lynnwood, WA (Flannel Design-contracted) Completely developed (using Dreamweaver) a web site for a local knife manufacturer that acts as an on-line presence for the company's variety of products. Created and optimized all graphics for on-line use. Ensured visual consistency while maintaining efficient and easy-to-navigate structure.

[2001] VoiceStream Wireless. EVERETT, WA (Luminous Corporation-contracted) Created icons for use on VoiceStream Web site. Developed a consistent series of symbols and ensured proper execution of project including color scheme, size of digital images and over-all aesthetic.

**EDUCATION:** [2000] Diverse Employment Inc. SEATTLE, WA (Contracted) Redeveloped identity systems, and collateral material consisting of postcards, thank you cards, brochures, pamphlets and posters. Prepared material for print and ensured proper execution of all aspects of projects.

The Art Institute of Seattle - School of Design  
Associate of Applied Arts - April 1998 - Sept 2000  
Major: Visual Communications/Graphic Design

Weber State University - Ogden, Utah  
Major: General Studies