

Jon Thomson

Cell 425.876.1135 Email Jon@JonThomson.com Website JonThomson.com

OBJECTIVE

I'm interested in obtaining full time employment using my experience and skills as a designer, illustrator and sculptor.

My passion for creating compelling art, innovative product design, and desire to make a real impact on the company's bottom line is the reason for my success professionally. I strive to do great work and be great to work with.

QUALIFICATIONS PROFILE

- 20 Years of highly creative designs, illustrations and sculpting experience.
- Exceptional collaborative and interpersonal skills
- Dynamic team player
- Successfully performed on a regular basis under intense deadlines

CREATIVE SKILLS

- Illustration
- Sculpture - Digital & Traditional
- Product and Package Design
- Mold making and Resin Casting
- Control Drawing
- Costume Design
- Color Correction and Photo Editing

SOFTWARE

Photoshop	●●●●●●●●●●●●●●●●●●●●
Illustrator	●●●●●●●●●●●●●●●●●●●●
Indesign	●●●●●●●●●●●●●●●●●●●●
Zbrush	●●●●●●●●●●●●●●●●●●●●
Keyshot	●●●●●●●●●●●●●●●●●●●●

EDUCATION

Seattle Pacific University — 1994 - 1995
Business & Marketing

Shoreline Community College — 1991 - 1994
Graphic Design & Marketing

PROFESSIONAL EXPERIENCE

Art Director — Shindigz, Sept. 2015 - Present

Tasked with increasing brand quality by way of improved art, product design and workflow.

- Managed and trained designers in new methods and processes.
- Engineered unique large format cardboard displays and structures.
- Produced quarterly presentations consisting of new product ideas.
- Created concept art and style guides for consistent visual direction.
- Provided photography direction.
- Designed patent pending 3D product for new product offering.

Project Manager/ Sr. Designer — BuySeasons, 2000 - Jan. 2015

Creative designer impacting sales through trend setting designs and innovation. Adept at thinking outside of the box, collaboration and creating solutions.

- Managed boy and gender neutral product development.
- Designed and illustrated birthday themed table ware.
- Package design, print and web based ads, catalogs, and die lines.
- File prep for flexo and offset printing.
- Oversaw overseas manufacturing at each stage of production.
- Worked closely with licensors through approval process.
- Consistently designed product that performed in the top 10 in sales.
- Designed the highest selling 3-D product by volume.
- Successfully introduced in-house digital 3-D product development.
- Cut 3D Product Development time by 50%.
- Toured factories in China reviewing manufacturing processes and current production and testing procedures.
- Created social media content.
- Attended trade shows and created trend boards.
- Designed digital Evites to match existing themes.
- 2012 HOW International Design Award for Design Excellence

Owner/Artist – Jon Thomson Studios — 1996 - Present

- Offering traditional and digital sculpting, molding, casting, pre-production samples, illustration and design services.
- Design support for clients through licensor approvals.
- Designed and sculpted my own signature line of Christmas ornaments for Kurt S. Adler Co. and Glass Eye Studios.

Past End Clients

Disney	American Greetings	Victoria's Secret
Warner Bros.	Washington State Parks	Pokemon
Lenox	Christopher Radko	Nickelodeon
Nintendo	Ashton Drake Galleries	John Deere

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REFERENCES

Shane Smith – Shindigz

Vice President of Creative
425.281.5004

Terry Rowinski – Health Payment Systems

Executive Vice President of Operations and
Chief Information Officer
262.292.1237

Jadyn Rosario – Percy 3D

Director of Licensing
206.305.7547