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Design Portfolio [ydavros.myportfolio.com]

Illustration Portfolio [yannidavrosart.com]

Education

Savannah College of Art and Design
Savannah, GA, Sep. 2006 - June 2010, Bachelor of Fine Arts, Sequential Art
Minor: 3D Computer Animation (Completed 2008)

Experience

Wargaming America
Production Artist / Graphic Designer - Sep 2017 - Present
Produced marketing artwork for the World of Tanks video game franchise.

J!NX Inc.
Graphic Designer / Illustrator - Sep 2015 - May 2017
Produced artwork for apparel and posters under license for Blizzard Entertainment, Mojang, Microsoft Game Studios, Valve, and CD Projekt Red.

Great Lakes Publishing
Graphic Designer - Oct. 2014 - Oct. 2015
Created page layouts and advertisements for regional magazines.
Also created the interactive versions for phones and tablets.

Jakprints
Graphic Designer - Nov 2012 - October 2014
Created artwork for clients to help them build their brands through apparel, sticker, paper, and large format printing.

Cuyahauga Community College
Adjunct Art Faculty , Jan. 2013 - Oct. 2015
Taught students about the fundamentals of Adobe Illustrator and Photoshop.

Contracts
2D Game Artist (on-site contract) at Large Animal Games, under license by Ubisoft and Universal Studios. April 2012 - May 2012
Illustrator (off-site contract) for Zharmae Publishing Press, July 2011- Present
Game Artist (off-site contract) at Backflip Studios, July 2012 - Sep. 2012
Game Artist (off-site contract) at Reanimated Games Sep.2012- Sep. 2013
Illustrator (off-site contract) at Ambush Alley Games, Aug. 2012 - Aug. 2013
Illustrator (off-site contract) for LVLUP.com, March 2012- April 2012
Concept Artist (off-site contract) for Diabound Studio, May 2011- July 2011
Illustrator (off-site contract) for Nerdstomper.com, Sep. 2010- May 2011

Awards + Recognitions

Graduated Cum Laude form Savannah College of Art and Design, 2010
Combined Honors Scholarship, Savannah College of Art and Design, 2006
Portfolio Scholarship, Maryland Institute College of Art, 2006
Eagle Scout [Highest Rank], Boy Scouts of America, 2005

Publications + Commissions

The Irony of Survival, novel cover artist, Zharmae Publishing Press, 2013
Ends of Man, novel cover artist, Zharmae Publishing Press, 2011
Time Quest, novel series cover artist, Zharmae Publishing Press, 2011

Skills

Art and Design
Fine Arts Foundations
Drawing and Rendering
Color Theory
Page Layout
Typography
Logo Design
Branding
Photo Retouching
Keyframe Animation
Wacom Cintiq
Custom Brushes
Concept Art

Software

InDesign
Photoshop
Illustrator
Cinema 4D
After Effects
Premiere
Microsoft Office
Mac OSX
Windows 10