



BRIAN BOROWIEC

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RECENT WORK EXPERIENCE

Senior Designer • Atom Tickets

- Helped define a brand identity through research and sound design principles.
- Support all needs of the company from digital to printed materials as well as marketing collateral.
- Worked within a close team of product and visual designers to develop a strong and effective development path.

Senior Designer • Cinemacon Collateral • Atom Tickets

February 2017 - April 2017 • Los Angeles, California

- Worked within marketing and product teams to create a full suite of materials for the largest cinema expo.
- Materials included escalator wraps in Cesars Palace, retractable banners, lightboxes, magazine ads, and wi-fi takeovers.
- Implimented research of current trends with a mix of original concepts to satisfy internal stakeholders and external studios and exhibitors.

Senior Designer • Box Office Magazine Back Cover • Atom Tickets

February 2016 - April 2017 • Los Angeles, California

- Developed unique back covers for Box Office Magazine across multiple issues.
- Displayed a wide range of concepts backed through brand identity and research.
- Helped marketing tell a story of Atom month to month.

Art Director • Senior Designer • Simba

- Provided client with multiple unique style directions for the first social media app for dogs.
- Created a style guide that featured both UI/UX elements as well as visual rules.
- Delivered brand collateral as well as logos, typeface, and colors.

Lead Designer • Financial JiuJitsu, Fingerprint.

June 2016 - January 2017 • Los Angeles, California - Tucson Arizona

- Defined brand identities for two separate buisnesses.
- Lead the design from logo to website and everything in between from concept to finished status.
- Support both teams with digital assets.

Designer & Illustrator & Lighting Artist • Activision Blizzard, Inc.

September 2014 - June 2016 • Los Angeles, California

- Conceptualized and illustrated various works of digital art for online and printed distribution.
- Collaborated with project leads to design assets for Call of Duty, Destiny, Skylanders, and Guitar Hero Live franchises.
- Lead teams of designers and worked with engineers to deliver finished assets.
- Designed for mobile, tablet, print, and in-game.

Designer - Skylanders 2016 Illustrations • Activision Blizzard, Inc.

- Worked to digitally paint in-game character illustrations building the entire upgrade path for over 600 unique character images.
- Shape the overall design of the in-game menu system
- Lead a team to deliver creative assets to the head game design studio.

Designer - Raven Studio Artbook • Activision Blizzard, Inc.

- Created and implemented the layout and style for a 136 page coffee table art book.
- Worked with printing vendors and co-operators to establish a solid physical format for the book's content to occupy.
- Organized and implimented 50 years of concept art into a flowing style that is both funtional and visually appealing.
- Led a team to achieve deadlines and deliver constant updates

EDUCATION

University of Arizona • Tucson, Arizona
Bachelor of Arts in Media Arts and Digital Production
Minor in Art History

DICIPLINES

