

CHAD HARPER

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OBJECTIVE

Striving to use innovative visual design and knowledge of art standards, trends, and theory to create works of media that inspire, engage, and entertain a dedicated and involved user base.

EDUCATION

University of Southern California | Los Angeles, CA
Bachelor of Arts in Fine Art, 2007

EXPERIENCE

Orchid Labs, Inc. 2018-2019.

UI/UX Artist/Illustrator. UX architecture and interface design across multiple platforms. Crafted design systems, wireframes, animations, interactive prototypes, and illustrations.

Freelance Illustration and Design. 2004-2019

Character and environment design; Storyboarding;
Branding/marketing design for print/web;
Product packaging; Merchandise/apparel
graphics and design;

SpongeBob SquarePants (Nickelodeon). 2015-2016

Background Painter. Created fully rendered, hand and digitally painted backgrounds for televised animation, paying close attention to color, technique and style reproduction.

Art Dept., Television Production. 2007-2011

Design/construction of sets, props and costumes.
Clients included: Cartoon Network, MTV, VH1,
CBS, ABC, NBC, Comedy Central, Lifetime and Bravo.

SKILLS

Traditional art theory and technique background. Advanced understanding of Adobe Creative Suite and Wacom products. Fluent in Sketch, Zeplin, Craft, Phabricator, Kactus, Proto.io, and other development softwares. Ability to adapt to a wide variety of styles, aesthetics, and production pipelines.