
Brian Garrigan

6131 Rancho Mission Road, apt. 203 • San Diego, CA 92108 • (619) 573-0051
www.garrigan.net • brian@garrigan.net

Education

BFA Illustration / Parsons School of Design 1988
MFA Computer Arts / School of Visual Arts 2004

Career Objective

To obtain a creative position that challenges my skills and enables me to grow professionally

Platforms

Windows Workstations, XP, Unix Workstations, Macintosh

Software

Fluent in Maya, Adobe Illustrator, Photoshop, After Effects, Microsoft Office, PowerPoint, Flash

Professional Experience

Coughlin Stoia Geller Rudman & Robbins • June 2006-June 2008

Multi-Media designer and Presentation Artist for large law firm that specialized in securities litigation. Created all presentation graphics with Powerpoint and Illustrator, set up equipment for trials, hearings and jury selection. Also acted as trial support.

Studio Gigante – <http://www.studiogigante.com> • January 2002-November 2005

Character animator for video game company. Responsible for editing motion capture data and key framed animation for fighting game on the Xbox platform.

ABCNEWS.com – <http://www.abcnews.go.com> • May 1999-December 2001

Info-graphics artist and Flash animator. Responsible for original illustrations and web animations for current news events. Creation of maps and business charts as well as retouching of photographs with Photoshop.

Wall Street Journal Interactive – <http://www.wsj.com> • August 1997 -May 1999

Web designer and Info-graphics artist. Created all Info-graphics and 3D graphics for *Wall Street Journal* and *Barrons* web site. Responsible for original illustrations, charts and business graphs. Also responsible for all interactive animations.

Fortune Magazine • January 1994 -July 1997

Full time freelancer. Functioned as a magazine designer, illustrator, info-graphics artist and creator of many icons for their CompuServe site. Responsible for charts and graphs as well as software and hardware upgrades. Attended editorial meetings and worked closely with writers and photo editors. Also trained staff in software usage.

Freelancer • February 1992 -August 1997

Worked as a successful freelancer in many different environments functioning as a graphic designer, illustrator, 3D artist, info-graphics designer, Flash animator or production artist.

My clients have included:

*BusinessWeek, Family Life, Fortune Magazine, Men's Journal, Rolling Stone, Travel & Leisure, US Magazine Bestoni & Barnes, * Byron Preiss Multi-Media, Frank Hoffman-Gross Townsend, McCaffery & McCall, Ogilvey & Mather, Rapp Collins & Marcoa, S.J. Weinstein, Sudler & Hennessey.*

* Byron Preiss Multi-Media • 5/1/96 -8/8/96

Designed and illustrated several hundred 3D images for interactive CD-ROM. Also created animated pieces for disc. Assisted art director and producer in initial concept designs as well as interface structure and appearance.

Associated Press • July 1991 -February 1992

Information graphics artist. Designed journalism graphics for use with newspaper articles. Responsible for primary concept, design, layout, illustration and research. Created charts, graphs and maps under tight deadlines.

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Professional Experience (continued)

LSI Graphic Evidence • March 1991 - July 1991

Freelance Information graphics artist. Developed graphics for use in trial exhibits involving financial cases. Duties included concept design, illustration, client comps and hand coloring of final presentation boards.

IMTECH • February 1989 - February 1991

Designer for Corporate Identity firm. Responsible for production of desktop publishing assignments. Primary projects included charts, graphs, info-graphics and illustrations.

Associated Press Internship • May 1987 - July 1987

Developed and executed graphics for current news events using Macintosh computer. Illustrated cartoons for various news articles.

References

Ross Toro • Graphics Director

Ross was my supervisor at the Associated Press and we later worked together at *BusinessWeek*. He is now an art director at the *Los Angeles Times*.

Work phone: 1-800-LATIMES

Cell: 818-605-2133

E-mail: Ross.Toro@latimes.com

Greg Easley • Owner, Super Ego Games

Greg hired me to help him start the art department for his new company, Super Ego Games, as well as produce several prototypes of a brand new game he was the inspiration for.

Phone: 646-613-0089

E-mail: geasley@superegogames.com

Alan Baseden • Assistant Graphics Director

Alan was my supervisor when I worked at the Associated Press. He is currently an artist at the *Philadelphia Inquirer*.

Home: 610-407-4448

Work: 215-854-5154

E-mail: alan@baseden.com

Work E-mail: abaseden@phillynews.com

Karl A. Patton, Sr. • Lead Artist Studio Gigante,

Karl was one of the art leads at Studio Gigante.

Home: 630-378-9757

Cell: 630-863-1359

E-mail: kpattonsr@comcast.net

Lawrence Mast • Colleague

Larry was one of my coworkers at Studio Gigante.

Home: 815-436-9558

Cell: 708-466-7900.

E-mail: ldmast@juno.com.

Work E-mail: lmast@midway.com
