

## **Scott Eldon Stinnett**

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**Industry: Visual Communication Arts**

**Service Areas: Government and Private Sectors**

**Service Line: Publishing, Education, Advertising and Marketing**

### **40+ Years of Experience:**

A conceptual artist with a proven history of providing clients a variety of problem solving options. Working independently or as part of a team, my skills in both digital and traditional mediums have been consistently and successfully applied for the comprehensive and aesthetic communication of client mission, product and service.

### **Roles:**

As a full service in-house graphic artist creating logos, display ads, editorial art, illustration, POP displays, signage, super graphics, banners, silk screen art, brochures, architectural renderings, 3D models and photography. As an independent consulting contractor to a variety of clients developing branding and marketing campaigns, assets and collaterals. As an illustrator working independently and in teams creating computer game art, training, educational and instructional media for both the government and private sectors. As art director successful in meeting client and company production schedules, deadlines and standards of quality.

### **Professional Environments:**

Working independently or as a team member in projects related to business branding and marketing. Companies developing instructional media for both the private and government sectors, working closely with subject matter experts, programmers and instructional designers, utilizing most efficient and cost effective mediums and applications. Adhering to company and client methodologies and processes, available or designed.

### **General Tools:**

Adobe Photoshop, Illustrator and Flash in CS6; Carrara 8/DAZ 3D; Pentax digital SLR.

### **Education:**

Graduate Diploma in General Education, Abraxas High School, Poway, California

Selected course studies in Illustration, Industrial and 2D Design, Palomar Community College, San Marcos, California

## Career History:

**2004 - 2011 Freelance** Phoenix, Arizona and Los Angeles, California. Web site design, 3D modeling, architectural illustration, photography, story boards, poster art and set construction.

**2000 - 2003 Graphic Artist** McGraw-Hill/EPG New Media, Carlsbad, California. Created page art and animation for the online versions of their award winning books and wrote the standards and procedures for graphic page production.

**1996 - 2000 Freelance** in Brunswick, Georgia; Seattle, Washington and San Diego, California. Web sites, product brochures, architectural models and photography.

**1995 - 1996 Art Director** Stanley Associates, Alexandria, Virginia. Supervised two production artists and created key art for Stanley's second computer game; Wooden Ships & Iron Men.

**1993 - 1995 Consulting Art Director** Nordra Technologies / Qvoice, Inc., New Jersey. Created the interface for StarTrek VoicePrint, a biometric security program.

**1993 - 1995 Consulting Art Director** Stanley Associates, Alexandria, Virginia. Created the screen art for this company's first computer game; 5th Fleet.

**1991 - 1993 Freelance** Created the first illustrated computer encyclopedia of StarTrek, and while the immediate success of the product with the fans was overwhelming, the cost of licensing, as well as piracy, forced me to abandon further development.

**1988 - 1991 Freelance** Baltimore, Maryland; Washington, D.C. Architectural models and renderings, storyboard and video production, sign design, technical and conceptual illustration.

**1983 - 1988 Art Director** Graphic Concepts, Savage, Maryland. Developed production department for new silkscreen apparel business. Designed and produced all artwork and separations, directed interns and supervised printers.

**1981 - 1983 Graphic Artist** Columbia Association, Columbia, Maryland. Contributed to the development of their weekly publication by creating display ads, editorial illustrations and photography, as well as facility collaterals, signage, event posters and super graphics.

**1979 - 1979 Graphic Artist** Elaine's Graphic Design, Los Angeles, California. Designed brochures, logos, menus, ads, P.O.P. displays and product illustration.

**1978 - 1979 Art Director** Courseware Inc., San Diego, California. Worked closely with writers and subject matter experts to produce instructional media for the U.S. Army and Air Force. Produced all storyboards and key illustrations, supervised seven production artists.

**1977 - 1978 Commercial Artist** Eric the Red's Car Stereo, San Diego, California. Created corporate image for this chain of 5 stores in San Diego including logo, display ads, P.O.P. displays, sign painting, silkscreen apparel, interior design and super graphics.

**1976 - 1977 Graphic Artist** Chula Vista Star News, California. Began my career with this weekly publication producing display ads, editorial illustration and photography.