

Bryan Stoughton | Designer | Art Director | Creative Director | Media Artist
bryands777@gmail.com – cell: 714-308-4463 – bryanstoughtonmedia.com

Summary of Experience:

- Designed and maintained web sites for Burnt Bird Studios, Grail Script Consulting, Z-Windups e-commerce site for California Creations and a Special Collection web site for Stack's Bowers Galleries
- Designed UI/UX for three iOS apps, Pro Photo Portfolio, Artist Craftsman Portfolio and Graphic Designer/Illustrator Portfolio
- Maintaining auction marketing pages on CMS website for Kagin's.com
- Supervised design and production of multiple catalogs, trade show materials, brochures and created content and edited videoloops/animations for special collections and promotions for Stack's Bowers Galleries
- Automated workflow of FRAMES Data publications eliminating vendor costs of \$100,000 a year
- Streamlined the production of Stack's Bowers Galleries multiple auction and special collection catalogs enabling the production staff to meet extremely tight deadlines
- Created interactive CD-ROMs and tradeshow videos promoting services and publications for FRAMES Data

Skillset:

- Advanced proficiency in Adobe Indesign, Photoshop, Illustrator and Quark
- Proficient in Adobe Dreamweaver, html/css and multi-media software and non-linear video editing & compositing software including Adobe AfterEffects, Final Cut Pro Suite and Final Cut Pro X
- Proficient working with databases and Microsoft Office programs
- Expert at organizing and planning multiple projects including communicating duties and priorities clearly and concisely with associates and vendors

Freelance Graphic/Media Artist/Art Director - 2002 to present

- Design and lay out wine auction catalogs for Spectrum Wine Auctions, coin and currency auction catalogs for Kagin's Auctions and various fine art and estate auction catalogs for Andrew Jones Auctions
- Designed and layed out *NoMoPoMo*, an alternative fine art publication
- Designed and produced book *In Transition*, for the Orange County Great Park Conservancy
- Designed and layed out Art catalog, *hsin: a visible spirit*, for a Chinese photography exhibition at Cypress College and *Darkroom & Digital*, a catalog for a photographic exhibition at John Wayne airport
- Directed, wrote, and edited DV short films *Artist's Pipe Dream*, *Panic at Eight*, *Mistaken Identities* and *Spider Zen*
- Editor and compositor on two short films *Scanned* and *Sacrifice* and video documenting art gallery opening *Anthrophysis* for Rivera Gallery in L.A.
- Post-production consultant on *Amazonus*, a DVD/Photo Book project

UI/UX Designer - 2014 to 2018 - Burnt Bird Studios

- Designed UI/UX and worked with developer on three apps, Pro Photo Portfolio, Artist Craftsman Portfolio and Graphic Designer/Illustrator Portfolio, formerly in the app store
- Worked on concepts and mockups for additional apps in development
- Created and maintained Burnt Bird Studio's web site for the marketing of their apps

Graphic Designer/Creative Director - 2004 to 2016 - Stack's Bowers Galleries (Spectrum Group Int'l)

- Designed and supervised the layout of catalogs, ads and marketing material for multiple auction companies
- Automated work-flow for efficient and timely production of 25-30 one to three hundred page catalogs a year
- Created dedicated microsites including one for the D. Brent Pogue Collection which ended up the most valuable Numismatic collection ever auctioned
- Designed materials for a tradeshow including the booth design, videoloop and posters for a special project promoting the sale of S.S. *Odyssey* shipwreck coin sets and collectibles

Publication Designer/Media Artist - 1993 to 2002 - FRAMES Data, Irvine, CA (Jobson Publishing, NY)

- Designed and layed out multiple Optical industry trade magazines and publications
- Created web graphics, videos for tradeshows and interactive CD-ROMs in Macromedia Director, After Effects, and Final Cut Pro
- Trained artists and temporary staff in Quark, Photoshop and Illustrator
- Coordinated typesetting and prepress output and converted traditional output to a digital workflow
- Maintained Macintosh systems, archived files, troubleshot Mac systems and network problems
- Eliminated vendor costs of \$100,000 a year on multiple publications with new workflow and film output

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(continued)

Formal Education:

B.A. Graphic Design/Illustration
California State University Fullerton

A.A. Advertising Design
Fullerton College

Continuing Education: Advanced Photoshop, Macromedia Director, Director Lingo, Adobe AfterEffects
Digital Video: Adobe Premiere, Digital Video: Final Cut Pro, Digital Audio, Screenwriting for Television and Film,
16mm Filmmaking, Dreamweaver, Flash, Actionscript 3.0, iOS 9/10/Swift 3 courses