



David Kramer

Graphic Designer - Illustrator - Cartoonist

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EDUCATION

1991 - 1993

California Institute of the Arts
Valencia, CA

Independent study under Glenn
Vilppu and Robert Winquest

Character design; color design; story
development; storyboard; layout;
film/video production and editing.

SKILLS

Adobe:

- Photoshop
- InDesign
- Dreamweaver
- After Effects
- Illustrator
- Flash

Quark design software
Graphic and logo design
Cartoon, comic, and storybook
illustration

Animation, color and design, story
development

Clay sculpting and toy design
Painting skills in watercolor and
acrylics; pastels, charcoals

PUBLICATIONS

Illustrator:

Monkey of the Month
by Adam Kramer - Schiffer Pub.

My Father Flies
by Jennifer Ginn - Schiffer Pub.

WORK EXPERIENCE

2017 – Present

ALPHA MEDIA/OLDIES.COM

Digital Art Designer

Designing and creating DVD case and disc art for vintage movies and TV shows, for monthly DVD retail release.

- Collaborate with creative team on design layout, verbiage, and art concepts.
- Extensive work in Photoshop and Quark to colorize and edit images.

2017 – Present

A.C. MOORE

Custom Framing Designer

Customer service; working with clients to design custom framing for their art, images, and collectibles.

- Using color and design knowledge to create unique custom framing layouts.
- Ordering and maintaining inventory of frames, mats and supplies.
- Assembling to meet framing and design needs of the client.

2016

PRESTIGE ADULT DAYCARE CENTER

Therapeutic Art Instructor

Taught a large variety of creative art projects to clients with limited physical and cognitive capabilities.

- Sessions including watercolors, acrylics, therapeutic clay modeling, paper mache and wood working.


2012 - 2016

JAY STREET VIDEO GAMES

Graphic Artist / Media Advertisement / Management

Multi-faceted position designed to increase customer traffic and sales at multiple retail locations.

- Designed print advertisement, business cards, and in-store artwork.
- Sales and customer service.
- Repair of vintage and new gaming systems.
- Scheduling and management of employees

 @kramerart

 @kramerartstudio



2010

GameX: NBC10 Games and Media Expo

Digital Artist & Media Design / Convention Floor Manager

Primary role in development of digital and print media for national game consumer convention and pop culture festival run by NBC10-Philadelphia.

- Development of convention logo and media material using Photoshop, Illustrator and Flash.
- Created animated Flash banners, flyers, large scale signage and banners for convention show floor, brochures, mailers, postcards, printed ads, 25 page show guide, t-shirts, staff badges and all other convention related artwork, ensuring full compliance with agency requirements and tight deadlines.
- Interviewed, trained and coordinated convention staff, union workers, and volunteers.

2000 - 2009

LUNAR TIDE COMMUNICATIONS, INC - VGXPO

Digital Artist & Media Design / Convention Floor Manager

Development of digital and print media for game consumer convention and pop culture festival, sponsored by NBC10-Philadelphia. Coordination of convention staff, vendors, and activities.

- Provided artistic design coordination for "VGXPO/NBC10: America's Video Game Expo".
- Responsible for website development, marketing coordination, and the development of Flash-based "advergames" and animation.
- Use of Photoshop, Illustrator and Flash to create digital and print convention media materials.
- Oversight of the convention's retail and art contest/exhibit areas.
- Coordination of staff, union workers, volunteers, and vendors.

Art Instructor / Camp Director

2013 **iD TECH CAMP**

2011 **PLYMOUTH MEETING FRIENDS SCHOOL - Summer Arts Camp**

1999 - 2010 **WALLINGFORD COMMUNITY ART CENTER**

2000 - 2009 **LUNAR TIDE COMMUNICATIONS, INC. - VideoGame.net Summer Experience**

Developed and lead courses on video game design, digital arts and media, and a number of art techniques.

Class topics included:

- Digital art design
- Video/Film making and editing
- Web design
- Cartooning/Illustration
- Animation
- Video game creation
- Story boarding
- Creative writing
- Story development
- Puppet making
- Color, composition, perspective and values
- Full array of Photoshop techniques
- Illustrator and Flash
- Multimedia Fusion, RPG Maker, Minecraft
- Traditional arts (non-digital)
- Classes also focused on complex problem solving, computer skills, team building and project management skills.
- Designed detailed course projects that allowed the students to gain a firm understanding of a large array of graphic design techniques, and focused on exploring the mixed-use of art materials, including: paints, colored pencils, pastels, charcoals and inks.
- Interviewed, trained and coordinated staff and instructors ensuring all are up-to-date with camp materials and information.

