

Christopher Bonnette

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Artist / Illustrator / Graphic Designer / Art Director

OBJECTIVE:

To provide clients with intelligent art and design solutions.

EXPERIENCE:

June 2007 – Present

World Trend Inc.

Pomona, California

Art Director / Graphic Designer

Managing, Directing, and correcting other artists concepts.

Creating Hairbrushes, Combs, Mirrors, and Hair Accessories for licensed and non-licensed products.

Maintaining quality of brand.

Creating new and innovative products and packaging.

6/2006 - July 2007

Sunbelt USA Inc.

La Verne, California

Lead Artist and Graphic Designer

Graphic Design, Photo Touch-Up, Photography, Illustration, Presentation

Developing the over all look, feel, and branding of sun glasses, goggles, and accessories.

Creating all of the design and layout for catalogs, mailers, order forms, and packaging.

12/2004 - 12/2005

JAKKS Pacific

Malibu, California

Designer

Designed for licensed and non-licensed children's toys and activities

Organized projects for non-licensed and licensed toys (Spongebob Squarepants, Dora, Hello Kitty, Spiderman, Blues Clues, Fantastic Four, Care Bears, Avatar, Miss Spider)

Created and designing presentation boards for marketing meetings as well as the package design

Produced new and original toy concepts and activities (activity books, slumber bags, CD cases, chairs, novelty items)

7/1999 - 8/2005

Broquard Art Studios

Beverly Hills, California

Freelance Artist

Concept design, graphics, and Mosaic work, for large-scale water features

2/1999 - 12/2002

CampusMan

Los Angeles, California

Lead graphic designer/artist

Photo touch-ups, merchandise & product designer, storyboards

3/2000 - 4/2001

Michel & Company

Culver City, California

Artist and Designer

Concept to finish of licensed and non-licensed 3D and paper products.

Worked on Disney, Peter Rabbit, and Michel Studios products.

Package design, prototype construction, drawing, painting, sculpting and computer skills were used. Participated in Disney meetings concerning the look and feel of each piece type.

6/1998 - 8/1998

Hanna-Barbara / Warner Brothers

Sherman Oaks, California

Character Designer

Freelance robot and alien character design for Jetson's Movie.

6/1997 - 6/1998

Hersch and Company

Los Angeles, California

Designer

Freelance Toy Designer and Presentation Illustrator for a "Lazer - Tag" game.

Product development and prototype construction.

Designed and constructed puzzles, boxes, and mobile parts for novelty and trivia games

Assisted in staff members with overall design of game packages.

Participated in corporate meeting concerning internal and external designs.

EDUCATION:

6/1994 - 6/1998

Otis College of Art and Design

US-California-Westchester

Bachelor's Degree

Otis College of Art and Design Senior Thesis Award (1998)

SKILLS:

Adobe Illustrator

Adobe Photoshop

Adobe Image Ready

Microsoft Word

Microsoft Excel

Drawing / Painting (all mediums)

Paper Engineering

Sculpting

Character Design

Product Design / Development

Toy Design

Animated Cartoon Pitches

Photo Retouching / Manipulation

Branding / Merchandising

Package Design

Excellent Presentation Skills

Nothing makes me happier than to imagine and create a character, icon, product, or whole universe and see it evolve from concept to finish.