

ERIC DAVID HADDAD

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Summary

I've worked in illustration for web, print and games since 2006. I'm very dedicated to creating and learning new ways to create. I have a background in graphic design (prior to 2006) and animation, and a solid understanding of the technical aspects of creating for current media outlets.

Honors

-Featured artist among peers from AIPX on online art forums and communities.

-Honor Roll student at The Art Institute of Phoenix for Fall 2003.

-Awarded **Best Portfolio** from staff and peers at The Art Institute of Phoenix for Associate of Applied Science Animation Art & Design, March 2005.

Experience

2009-Current, **Illustrator and Animator at Google (Slide).**

Started at Slide Inc, creating illustrated and animated assets for social games.

Created concept art for proposed titles. Helped to define the style guide of a current high production title.

In August 2010, Slide was acquired by Google. My team and I were kept on the product.

2007-2008, **Illustrator and Animator for Mimoco Inc.**

Mimoco is a designer toy company that creates character flash drives. Here, I designed and illustrated collateral, web/print ads, a product catalogue and digital goodies like wallpapers in a small design team. We loaded the drives with content like desktop wallpapers, icons, and fun animations.

I worked with corporate licenses like Halo, Star Wars, Domo and others. We adhered to style guides and communicate directly with those companies to approve designs.

2006, **Digital Inking and Design, Desert Sky Graphics**

Worked in studio at Desert Sky Graphics for a freelance contract, creating sticker and temporary tattoo designs for their client, Brand Vending Products. Mainly responsible for digitally inking rough sketches from their main illustrators.

Education

Associate of Applied Science Degree in Animation Art & Design, March 2005

The Art Institute of Phoenix, Phoenix, Arizona

Continued education at The Academy of Art University in San Francisco, 2011

Focused on bridging my knowledge of animation and illustration into the classical techniques of art.

I've continued less formally to study and progress since my graduation from AIPX. Mostly through life drawing classes on the evenings/weekends and studying from books by amazing artists like James Gurney and Henry Yan (Mr. Yan is one of my current instructors at AAU).

References

Tony Maligno - (*Art director at Slide/Google*)

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Dan Ruby - (*marketing director at Mimoco*)

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Ryan Yee - (*development artist at Schell Games*)

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