

Jon Thomson

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OBJECTIVE

I'm interested in obtaining full time employment using my experience and skills as a designer, illustrator and sculptor.

My passion for creating compelling art, creative and innovative product design, and desire to make a real impact on the company's bottom line is the reason for my success professionally. I strive to do great work and to be great to work with.

QUALIFICATIONS PROFILE

- 20 Years of highly creative designs, illustrations and sculpting experience.
- Exceptional collaborative and interpersonal skills
- Dynamic team player
- Successfully performed on a regular basis under intense deadlines

CREATIVE SKILLS

- Illustration
- Sculpture - Digital & Traditional
- Product Design
- Package Design
- Mold making and Resin Casting
- Control Drawing
- Costume Design
- Catalog Layout
- Color Correction and Photo Editing

SOFTWARE

Photoshop	●●●●●●●●●●
Illustrator	●●●●●●●●●●
Indesign	●●●●●●●●●●
Zbrush	●●●●●●●●●●
Keyshot	●●●●●●●●●●

EDUCATION

Seattle Pacific University

Seattle, WA 1994 - 1995
Business & Marketing

Shoreline Community College

Shoreline, WA 1991 - 1994
Graphic Design & Marketing

PROFESSIONAL EXPERIENCE

Art Director — Shindigz, Sept. 2015 - June 2017

Tasked with increasing brand quality by way of improved art, product design and workflow.

- Trained designers in new methods and processes.
- Project scheduling and tracking.
- Introduced more sophisticated illustration styles and on trend designs for existing and new product lines.
- Engineered unique large format cardboard displays and structures.
- Designed product for juvenile demographic on up to adult parties.
- Pitched quarterly new product development concepts.
- Designed patent pending 3D product for new product offering.
- Negotiated pricing for various 3D printing jobs & equipment.

Project Manager/ Sr. Designer — BuySeasons, 2000 - Jan. 2015

Creative designer impacting sales through trend setting designs and innovation. Adept at thinking outside of the box, collaboration and creating solutions.

- Managed boy and gender neutral product development.
- Designed and illustrated birthday themed party packages.
- Package design, print and web based ads, catalogs, and die lines.
- Prepped files for printing with multiple vendors.
- Project tracking internally and for overseas projects.
- Worked closely with licensors.
- Consistently designed product that performed in the top 10 in sales.
- Designed the highest selling product by volume.
- Successfully introduced in-house digital 3-D product development.
- Development time was cut by 50%.
- Oversaw overseas manufacturing at each stage of production.
- Toured factories in China reviewing manufacturing processes and current production and testing procedures.
- Created social media content for marketing.
- Attended trade shows and created trend boards.
- Designed web based Evite designs to match existing themes.
- 2012 HOW International Design Award for Design Excellence

Owner/Artist – Jon Thomson Studios — 1996 - Present

- Offering traditional and digital sculpting, molding, casting, pre-production samples, illustration and design services.
- Design support for clients through licensor approvals.
- Designed and sculpted my own signature line of Christmas ornaments for Kurt S. Adler Co. and Glass Eye Studios.
- Toy, ornament, figurine and doll sculpture. Concept illustration, character and package design.

Current & Past Clients

Disney	American Greetings	Victoria's Secret
Warner Bros.	Washington State Parks	Pokemon
Lenox	Christopher Radko	Nickelodeon
Nintendo	Ashton Drake Galleries	John Deere