

ADAM DEL RE

Graphic Design • Illustration • Creative Development
AdamDelRe.com • 203.947.4683 • AdamDelRe@gmail.com
316 W. 93rd St., 6A, New York, NY 10025

PROFESSIONAL EXPERIENCE

2015 — PRESENT Senior Graphic Designer — Marvel Entertainment — New York, NY

- Art Director and Lead Designer for all Marvel Studios “Art Of” Movie books
- Design and layout of logos, hardcover and softcover graphic novels, comic book issues, magazines and other print media
- Assign and supervise the development of new project logos
- Lead group design reviews and workshops, reviewing work and educating designers from multiple departments
- Supervise and review work of junior designers

2011 — 2015 Graphic Designer and Assistant Editor — The Citizen News newspaper — New Fairfield, CT

- Work with clients to design local business branding elements and advertisements
- Copy-editing of articles, and execute layout of paper’s articles and advertisements, adhering to strict publication deadline
- Design and layout of articles, photographs and newspaper branding elements

2014 — 2015 Art Director and Graphic Designer — Clayton’s Mercantile Supply — New Milford, CT

- Edited, designed and executed the layout for supplier catalog of available merchandise available for sale
- Created and edited photographic assets, typographic layout, and vector illustrations

2014 Adjunct Faculty Instructor — Yale University Exploration Summer Program — New Haven, CT

- Developed and taught the Art for Comics & Graphic Novels class at the Exploration Summer Program at Yale

2011 — 2012 Artist in Residence — King St. Elementary School — Port Chester, NY

- Taught K through 5th Grade art skills, such as perspective drawing, shape theory, shot calls and sequential communication

2010 — 2012 Graphic Designer and Illustrator’s Assistant — University of Connecticut — Storrs, CT

- Lead Designer for event posters, facility signs, and other designed elements for the entire Life Science depart at UConn

PROJECTS

2017 Logo Design — MAX BMW — Brookfield, CT

- Designed logo for MAX BMW “MAXFest”, used on posters, shirts and stickers for a promotional event for the dealership

2015 Artist — “Bravest Warriors: Tales from the Holo John” — BOOM! Studios — adamdelre.com/bwholojohn

- Illustrated, colored and lettered comic story for the “Bravest Warriors: Tales from the Holo John” anthology comic, written by Paul Allor

2015 Co-Creator and Concept Artist — “Welcome Home, Hornpout” — adamdelre.com/concept-art-hornpout

- Created full range of animation concept art for a project with writer Cory Levine, including character designs, background designs and paints, storyboards, and test animatics

2013 Art Director, Book Designer, Artist and Writer — “Game On: The Respawn Anthology”

- Managed workflow and edited the work of fourteen artists
- Design and layout of book, and related promotional material
- Wrote and illustrated a story to be included in the comic book anthology, based on the theme of rebirth

SKILLS

- Photoshop, Illustrator, InDesign, Adobe Creative Cloud, SketchUp, Manga Studio, Final Cut
- Microsoft Office Suite, Excel, PowerPoint, Google Suite, Keynote, Wacom Cintiq, PC and Mac Operating Systems
- Strong understanding of visual consistency, typography, logo and ad development
- Proficient in traditional, digital and vector illustration and inking, cartooning, perspective, digital and hand lettering
- Experienced copy and image editor, and touch-up artist
- Impeccable organizational, communication and leadership skills

EDUCATION

2012 — 2014 Savannah College of Art and Design — MFA, Sequential Art and Communication — Dean’s Fellowship — Savannah, GA

2007 — 2011 University of Connecticut — BFA, Illustration — Storrs, CT