

ERIC DAVID HADDAD

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Summary

I grew up wanting to draw comics. I then reverted back to wanting to make cartoons (hence the degree in animation). Then I needed to get a job so I picked up graphic design and continued to experiment with design, animation and illustration. I've worked hard to stay on top of the Adobe Creative Suit as well as experimenting with other programs and techniques. I am a fast learner and enjoy creative problem solving.

Honors

- Featured artist among peers from AIPX on www.bobolo.net. Also recognized in various ways among a number of 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

Current, **Animator and designer for Mimoco Inc.**

Working closely with marketing and other designers and programmers, I create web ads, cartoons and a digital magazine in Flash at Mimoco. As well as other print and web design responsibilities.

2007, **Ad and Layout Design for community newspaper**

Updating and creating all advertisements for two weekly publications, one in Boston, the other in New York. Color correcting photos, updating design efforts of publication and working on update for website.

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.

2006-2007, **Digital Imaging Artist, Arizona Republic Newspaper**

Worked as a Digital Imaging artist at The Arizona Republic in Phoenix. Scanning hard documents as well as preparing digital images for newsprint, magazine and online output. I used my strong knowledge of Photoshop to do everything from clipping paths to re-touching damaged images. I became comfortable quickly with the procedures and standards that the Gannet corporation utilizes in their imaging process.

Education

Associate of Applied Science Degree in Animation Art & Design, March 2005
The Art Institute of Phoenix, Phoenix, Arizona

References

Dan Ruby

(marketing director at Mimoco)
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Ryan Yee

(development artist at Schell Games)
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