

Douglas Brown

+1 512-636-0248

douglas@albumartist.com

Portfolio: www.albumartist.com

<https://tinyurl.com/douglasbrownimdb>

Highly skilled and creative Storyboard artist with 10+ years of experience creating work for web ads, television, and film. Proficient in utilizing various software tools and traditional media to create impactful images.

Album Artist- Austin, Texas

September 2010 to Present. *Graphic Designer + Storyboard Artist + Illustrator*

- Illustrated storyboards in a variety of styles for local and national television, web, and film projects.
- Performed live sketching sessions one-on-one or in group environments using video conferencing.
- Using great time management, have handled multiple projects to meet tight deadlines.

Film Projects:

Virginia Bitches- Digital Thunderdome

- *Film poster*
- *Concept Art*

The 8th Year- Silver Shadow Productions

- *Storyboards*

Meshuggah- Digital Thunderdome

- *Storyboards*

Doodle- Andrew Madison

- *Storyboards*

Underground Dwellers- Timothy Talbot

- *Storyboards*
- *Poster Design*

KILD TV- Eye Candy Productions

- *Storyboards*

Advertisements (partial list):

Illumina- C2 Media

First Command "4 wheels"- Critical Mass

Gr8t Eye Movement- Firstline

Dell "Quake, Alienware"- Hello DTM

Despierta America "Spider-man"- Merge

Adult Fentanyl- Rescue Agency

Zach Bryan- Side Label

Popeyes- 5 Points Production

Shiner Beer- Bakery Agency

European Wax- Critical Mass

Colgate, MCI, Popeyes- Merge

Tecate "Lowrider, Tattoo"- Rock Agency

KIA "EV6"- Third Story Film

Coca Cola "Our Journey Forward"- Mountain View Group

Longhorn Network "Game Day"- The Bear

Grande Communications "Walkers"- UPG Video

Kleenex- Lair

Trojen-enz "New Twist"- Superlounge

Two-A-Days- Illucid Productions

Education

BFA, University of Texas at Austin

Core Competencies

Adobe Suite, Layout, Color Theory, Storyboard Illustration, Time Management, Concept Development

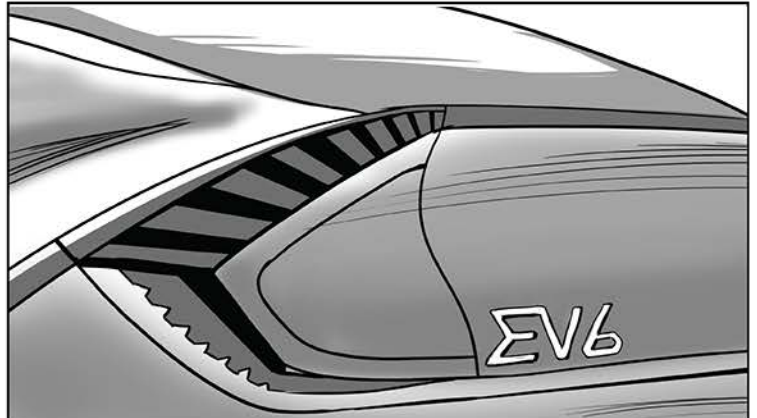
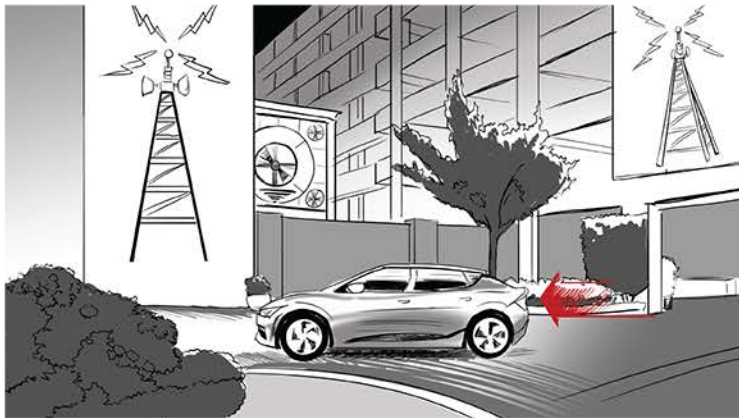
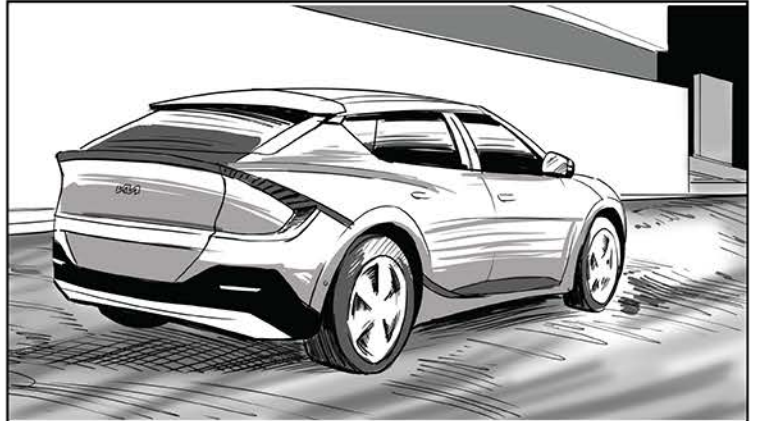
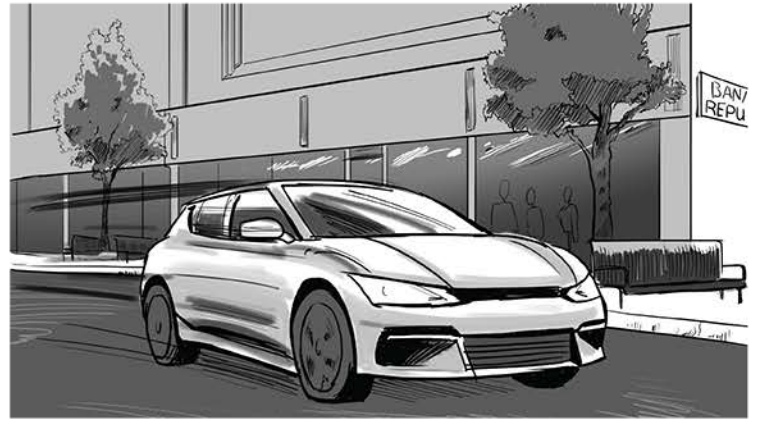
Pre-production can be a bear.
Sharing your vision shouldn't be.
Storyboard Services for Film, Games, Television



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additional samples: albumartist.com

Before a single frame is shot... have a plan.

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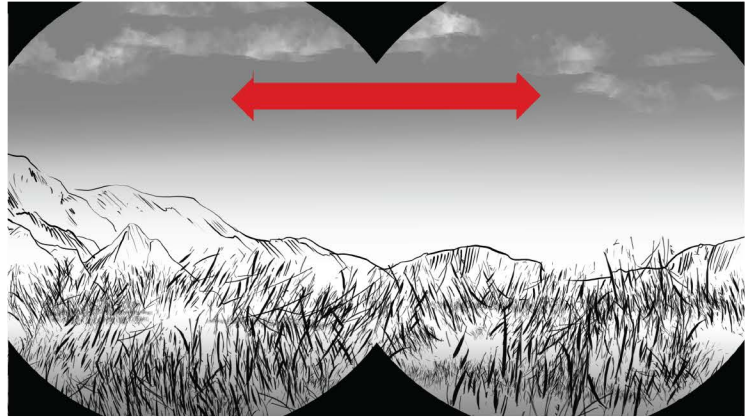
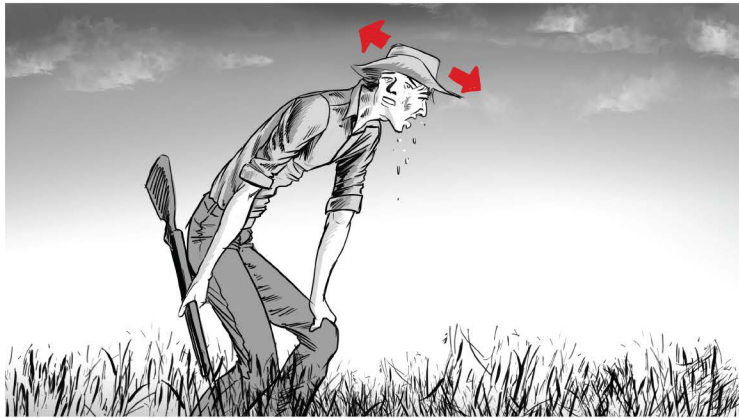
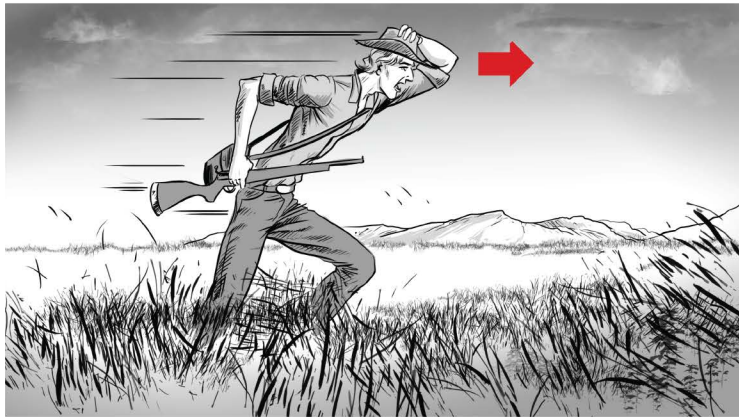
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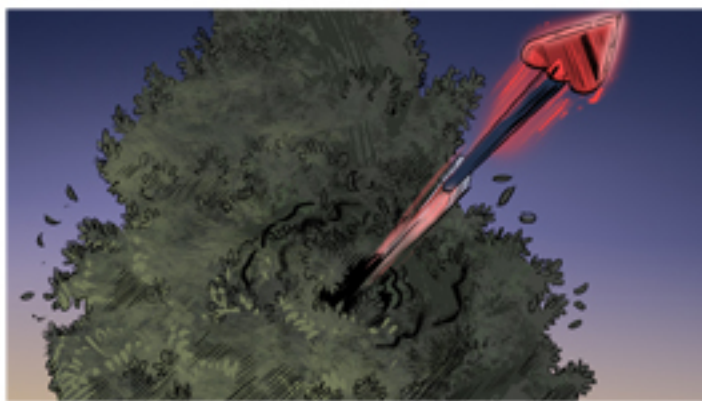


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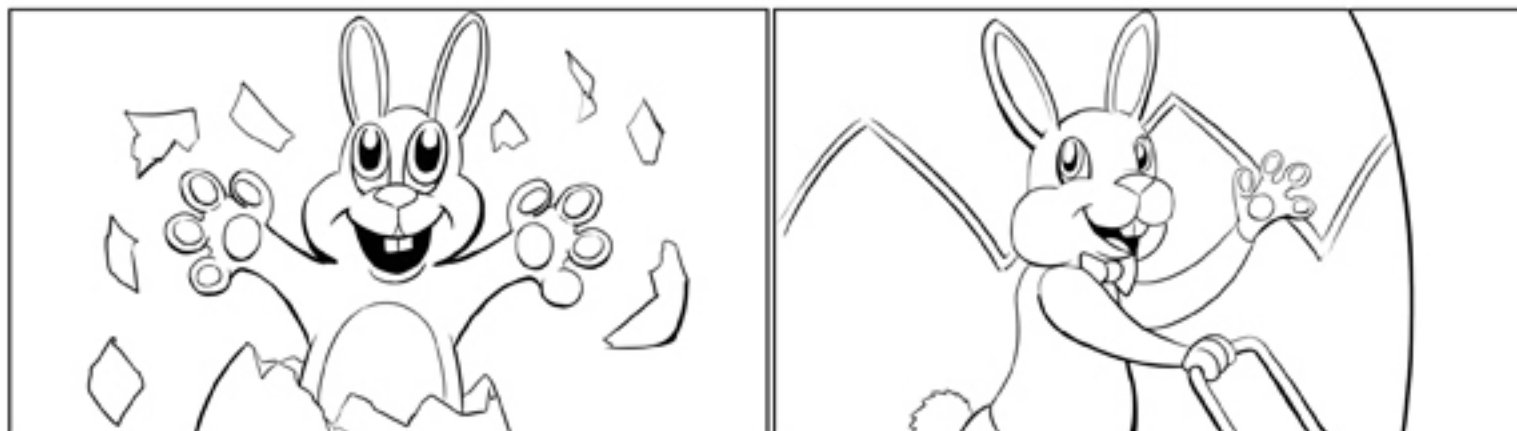
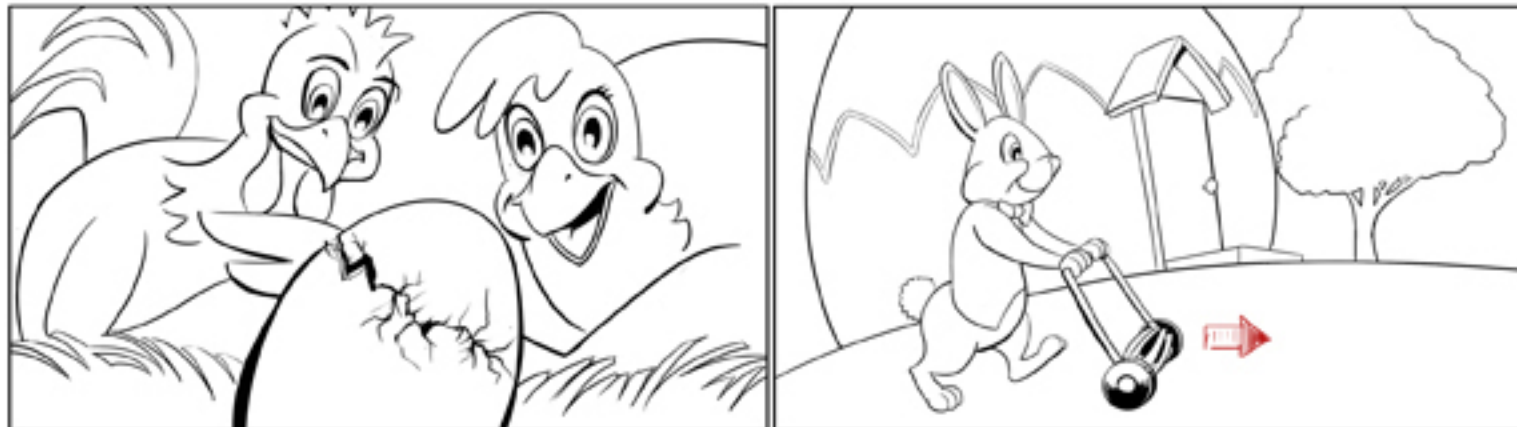
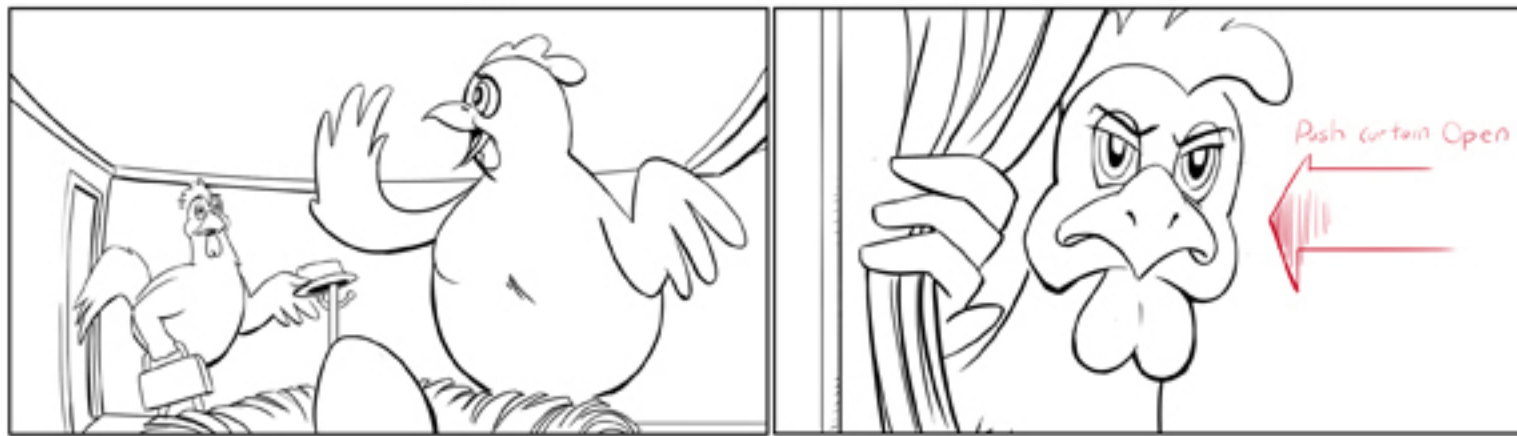


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