

# DAVID JAMES COLE

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## PROFILE

Visual storyteller and draftsman dedicated to the creative process behind the scenes. I want my art to convey an exciting story to the audience and have them immerse themselves in the world I have helped create. Reading, researching, and interpreting a script to imagine new characters and worlds are challenges I strive to achieve.

## PUBLISHED WORK

### BioWare

Developed characters, props, and other art assets for *Star Wars: The Old Republic* MMO. Worked individually and with other concept designers.

### DC Comics

Penciled the popular *Birds of Prey* comic book, working from a writer's screenplay-style script to develop a sequential visual narrative.

### Devils Due Publishing

Illustrated the graphic interpretation of the popular *Dragonlance* novels in comic book mini-series format.

### The McGraw-Hill Companies

Illustrated ESL textbook for adults featuring characters of diverse ages, ethnicities, and occupations interacting in a multitude of scenes and environments.

### Sequential Art Collective

Developed identity system and all print collateral for non-profit organization devoted to expanding the belief that cartoons and comics are art forms worthy of serious study.

## RELATED EXPERIENCE

### Pottery Barn Kids, San Francisco, CA

Designer/Production Coordinator (09.05 - 02.07)

Developed illustrative iconic and story-driven motifs and patterns for use with children's textiles including bedding and decorative accessories.

Completed technical specification packages for vendors in China, India and Israel.

### THINC, Sausalito, CA

Production and Marketing Coordinator (02.04 - 01.05)

Regulated textile production specifications and product development standards.

Created printed marketing strategies, packaging solutions, and effective product presentations.

Developed production templates and regulations for greater inner-office coordination.

Communicated with over fifty manufacturers and fifteen retailers on the national level.

Designer (01.05 - 07.05)

Developed and extended brand identities and product lines through trend-driven research.

Streamlined the aesthetic and structure of client websites for maximized user experience.

Designed and illustrated packaging and in-store product placement layouts.

## EDUCATION

Syracuse University, BFA Illustration, magna cum laude, 2003

## SKILLED

MAC & PC Platforms  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Microsoft Office  
Macromedia Freehand  
Quark

## EXPERIENCED

Macromedia Flash  
Dreamweaver

## FAVORITES

Behind-the-Scenes  
Plot Twists  
Discovery  
Pencil and Paper