**Julian A. Moran**

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Online portfolio: <http://monkeyjavastudio.com/jamportfolio.html>

***GAME ARTIST/ DESIGNER/GRAPHIC ARTIST***

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| *Highlights* | |
| Adobe Creative Suites   * Acrobat * Illustrator * InDesign * Photoshop * Flash * Dreamweaver * Fireworks | Other Software:   * Corel * Publisher * Quark * MS Office * ClipStudio * Unity   Also including principals of animation and design, character design/development and storyboard development. |

# EXPERIENCE / WORK HISTORY

# MicroGamingTechnologies (Las Vegas)/ Everi Holdings Dec 2012-Jul2020

Game Designer, Graphic Artist

# As a Game Designer/Graphic Artist for MGT Inc. I was responsible for custom designs and layouts of Kiosk games and development. While filling the requirements of the casino client for specified promotions to fit a desired look and feel attracting the playing client to participate in their promotion. I would also design and develop front end game designs, assets and preliminary backend development. In December of 2019 MGT Inc. was acquired by Everi Holdings, and now classified as an Artist 2. My duties and responsibilities did not change. While completing more special order game request for catalog games to be branded to specific client casino.

# ATTACKPOKER.com (Las Vegas) Jun-Dec 2012

Game Artist/Designer, Graphic Artist

As a game artist and designer for AttackPoker.com I worked to produce and develop game assets for online and mobile platforms. Working in both PC and MAC environments I helped to support the development process of the project. I also worked to develop print items for marketing and advertising needs to vendor specs to be printed in China and domestically as well.

Additional experience in the field of Games, Game Development and Graphic Design include the following,

# RTS Postal Express (Las Vegas) 2010-2012

Graphic Designer/Artist

# LoveToys,inc. (Las Vegas) P/T 2010

Graphic Designer/Artist

# SmartAVI, Burbank, CA P/T 2008 - 2009

Graphic Designer/Artist

# Freelance/Contract 2008 - 2009

Graphic Designer/Artist

**Studiocom.com**: Santa Monica, CA. 2007 - 2008

Illustrator/Web Designer/Flash Demo Builder

**DoDo Mobile Inc**: Los Angeles, CA. 2006 - 2007

Game Project Manager

**Freelance/Contract** 2002 - 2006

Graphic Designer/Artist

**Sennari Interactive**: Culver City, CA 2001 - 2002

Animator/Concept artist

**WMC Direct/WMC Mortgage**: Woodland Hills, CA 2000 - 2001

Art Director

**Grouplinx.com**: Albuquerque. NM 1999 - 2000

Creative Director, Sr. Lead Artist/Designer

**Contract/Freelance** 1997 - 1999

Designer, Artist

**American Laser Games**: Albuquerque, NM 1994 - 1997

Art Dept. Mgr/ Sr. Artist/ Concept Designer

**Virgin Interactive Entertainment**: Irvine, CA 1992 - 1994

Concept Artist/Designer

**Walt Disney Imagineerin**g: Glendale, CA 1991 - 1992

Animation Designer

# Education

**Pasadena Art Center of Design**

Marker Rendering and Illustration, technique and design

**Los Angeles City College and Private Technical School**

Architectural Drafting

**National Technical School**

Mechanical Design and Drafting

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| ***Additional experience and information unique to Graphic Design*** |
| ***Brochure Design for Print.***  Supporting **PRW-USA** 2009, a racing and high performance auto racing parts supplier.  ***Brochure, Manual and Installation Diagrams for print and web.***  Supporting **SmartAVI** a Audio/Video hardware/software manufacturer/developer of equipment.  ***Magazine/Flyer Layout and Web Design.***  Supporting **WMC Direct** a Mortgage Lender.  ***DVD Box art design for print.***  Supporting **Trinet Solutions** a Internet Web Developer.  ***Design, Development of Business Cards, Logos and Brochures for various start-up small businesses***. |

***References available upon request***