

**Roland Brown**  
**Environmental Designer**  
**New York, NY**  
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## **Employment**

**2007-Present:**  
**Self-employed** Illustrator, product designer, exhibit designer, game designer

**SARF studios** Part-time concept designer for childrens' video games

**2006-2007:**  
**FutureBrand, New York, NY**  
**Design Director**

### **Responsibilities**

Managed a team of designers throughout the development of brand identity vision, design concepts, presentation materials, and design intent drawings. Managed design process through construction site visits and prototype review. Participated in budget management and client interfacing on all projects.

### **Projects completed**

**Nakheel developers, Dubai:** Sales center and exhibit design for "The World" real estate development  
**Carrabbas Italian Grill:** Dining room Interiors, architectural prototypes for freestanding restaurants  
**Crown Royal whiskey:** Product line innovations, including new bottle and packaging structure designs

**1998-2006:**  
**Landor Associates, New York, NY**  
**Associate Design Director**

### **Responsibilities**

Worked with a team of designers producing brand guidelines, design concepts, presentation materials, design intent drawings, and illustrations for published promotional materials. Presented designs to clients and managed design development process.

### **Projects completed**

**Delta airlines:** Aircraft cabin interiors, air terminal interiors, and in-flight entertainment graphics  
**Verizon Broadband:** Retail stores and custom line of display cabinets  
**Lenovo/IBM:** Retail store interiors  
**Mattel toys:** Destination store interior and display fixture designs  
**Corning fiber optics:** Trade show exhibit design  
**Compaq, Panasonic, Novartis** pharmaceuticals: Trade show exhibit design guidelines  
**Tanqueray, Philip Morris:** displays for brand launch events  
**Yoo-Hoo:** Character design for "Ozzfest" limited edition packaging

**1996-1998:**

**Consumer Promotions, Inc.**

**Senior Designer**

**Responsibilities**

Worked on a team producing design concepts, presentation materials, and design intent drawings. Worked closely with production engineers and factory managers in optimizing the manufacturing process.

**Projects completed**

**Estee Lauder, Shiseido, Elizabeth Arden:** Retail display fixtures

**Airwalk shoes, Calvin Klein cosmetics:** Retail interiors

**Casio, Seiko watches:** Freestanding point-of-purchase displays

**Chanel cosmetics:** Countertop product tester

**Ralph Lauren fragrances:** Countertop point-of-purchase display

**Skills:** Illustration in digital and traditional media  
3D architectural visualizations and animations  
Character and concept design for video games  
Production of design intent documents and design guidance manuals for branded environments

**Computer skills:** 2D: Photoshop, Painter, Illustrator, Premiere Pro, AutoCAD, and After Effects  
3D: 3Ds Max, V-ray renderer .

**Education:** San Francisco State University, BFA in painting

**Languages:** Fluent in German and English

**Additional projects:** Three alternative comic book titles published to date  
Storyboards for video presentations and game trailers

**Additional interests:** Skydiving, pole dancing, AFAA certified group fitness instructor

**Portfolio:** [www.drawhaus.com](http://www.drawhaus.com)