

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