

# Talon Dunning

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## Objective

### Position as Freelance or In-House Illustrator or Graphic Designer

## Education

Bachelor of Fine Art - **Auburn University**, 1997

#### Note on education:

The Bachelor of Fine Art degree was achieved with a concentration in painting and drawing, however, I also studied Graphic Design at Auburn for an additional 2 years, receiving training in many fundamental design processes as well as the basics of Adobe Photoshop and Adobe PageMaker. I have since become experienced with Adobe InDesign and Adobe GoLive as well.

## Highlights of Qualifications

- Familiarity with Adobe Photoshop CS2, InDesign CS and GoLive CS2.
- Excellent familiarity with Macintosh computers (both OS9 and OSX).
- Excellent familiarity with tabletop roleplaying game products.
- Ability to thrive in creative environments

## Professional Experience

#### Note on Experience:

At this point (Feb 2008) I have only worked professionally in a freelance capacity. The following is a list of the clients for whom I have done regular freelance jobs, the years I received work from them and notes on my work-history and credits with that particular client.

### **Green Ronin Publishing**

2005-2008

#### *Illustrator*

Created illustrations for several roleplaying game products, including *Thieves' World* and *Mutants & Masterminds Second Edition*.

#### **Achievements**

- Completion of multiple full-color illustrations under extremely tight deadlines.
- Development of full-color mixed-media drawing process that is bright, vibrant and publishes well.
- Interior art selected to appear as part of the back-cover design for the *Mutants & Masterminds* books, *Ultimate Power* and *Golden Age*.

## **Kenzer & Company**

2002-2007

### *Illustrator*

Created illustrations for several roleplaying game products for the *Kingdoms of Kalamar* line as well as *Knights of the Dinner Table Magazine*.

#### **Achievements**

- Publication of illustrations for roleplaying game materials, both b/w interiors and full-color covers.
- Interior art selected to appear as part of the front cover design of the book, *Dangerous Denizens*.
- Publication of the cover for *Knights of the Dinner Table Magazine* #132.

## **White Wolf Games**

1999-2006

**(Includes *Sword & Sorcery Studios* and *Arthaus Publishing*)**

### *Production Intern & Illustrator*

Completion of a one-year production internship (1999-2000) at White Wolf's studio in Atlanta, GA. during which time I gained work experience in the roleplaying game production and publication industry.

#### **Achievements**

- Publication of illustrations for roleplaying game materials, including *Ravenloft*, *Mage The Awakening*, *Mummy: The Resurrection*, *Vampire: The Eternal Struggle*, *Aberrant*, and multiple *Sword & Sorcery Studios* projects.
- Artwork for *Mummy: The Resurrection* selected to appear on promotional poster and t-shirt.
- Completion of several graphic design projects as a production intern, including the logo and design of the *Night Edition* newsletter and cover and interior design of the 10th Anniversary edition of the novel, *Sunglasses After Dark*.
- Achieved a greater understanding of the publication industry through their production internship program.

## **West End Games**

1997-1998, 2004-2005

**(a.k.a., *Purgatory Publishing*)**

### *Illustrator*

Created illustrations for several projects for the original West End Games products, including the *Star Wars* and *Men In Black* roleplaying games (several projects remain unpublished due to WEG's bankruptcy). I resumed my association with them when *Purgatory Publishing* began producing material under the West End Games name in 2004.

#### **Achievements**

- Publication of illustrations for roleplaying game materials, including *The Star Wars Roleplaying Game* (D6), *The Men In Black Roleplaying Game* (unpublished), *D6 Adventure*, *D6 Fantasy* and *TORG revised and Expanded* (cover illustrtor).

## Personal Experience

## Professional Portfolio

### Wizards of the Coast

1999-2000

#### *Illustrator*

Production of 23 freelance full-color illustrations for the *Legend of the 5 Rings* collectible card game.

#### **Achievements**

- Work was considered for use in Wizards of the Coast advertising material.

### Web and Graphic Design

1997-2008

#### *Webmaster and Graphic Designer*

- Production of several personal websites created with Adobe GoLive, including "The Art of Talon" -Professional Portfolio of Talon Dunning (<http://www.talonart.com>) and "The Studio inc." -Professional portfolio of James E. Dunning (<http://www.thestudioinc.com>). (Note: I am not able to program in HTML code at this time.)
- Production of multiple character sheets for use with tabletop roleplaying games. These full-color sheets were created with Adobe InDesign CS and Adobe PageMaker for personal use and can be viewed online at <http://www.talonart.com/dreamhaven/sheets.html>.
- Production of font-based logos for both professional and personal use using Adobe Photoshop.

#### **My professional portfolio may be reviewed online:**

<http://www.talonart.com/pro-port.html>