

PAT GAMBLE

ART DIRECTOR - GRAPHIC DESIGNER

Portfolio – <http://www.patgamble.net>

Email – pat@patgamble.net

Phone – 503-804-2561

Location – San Francisco, CA

WHAT I DO

I'm an extremely versatile Art Director and Graphic Designer.

I provide high-level conceptual art direction and design, including: concept development, art direction, graphic design, strategic thinking, creative problem solving, mentoring, sub-contractor direction, any other random task required for a successful project, and a seriously positive vibe to every team and project.

I have diverse experience with all types of projects including: print, digital, web, video, experiential, branding, signage, presentations, new business pitches, social media, print production, illustration, motion graphics, and more.

WORK EXPERIENCE

ART DIRECTOR — GPJ EXPERIENCE MARKETING — San Francisco, CA — 08.19–04.20

I art directed and designed a variety of experiential marketing projects including: signage, illustration, misc. collateral (swag), large format print production and presentations with the Capcom, Cisco Live, Epic7, Dreamforce, Final Fantasy, and LinkedIn teams at GPJ as both a freelance and full-time employee.

ART DIRECTOR | GRAPHIC DESIGNER — FREELANCE CONTRACTOR — San Francisco, CA & New York, NY — 05.16–Present

I've seamlessly jumped into many different teams to art direct and design a huge variety of projects for various agencies and clients in NYC and SF. Some notable clients (of my clients) include: Capcom, Three Musketeers, Jockey, HelloFresh, Royal Canin, Advil, TD Bank, European Wax Center, TE Connectivity, FM Global, Nike, and Nissan as well as various startups in different fields. Some other interesting smaller projects include, record covers, book covers, and wine labels.

ART DIRECTOR | JR. ART DIRECTOR — ARNOLD WORLDWIDE — New York, NY — 11.14–05.16

I worked as an Jr. Art Director and Art Director at Arnold Worldwide in New York – concepting, directing and designing digital, TV, print, social media, new business pitches, and non-traditional campaigns for Volvo Trucks, 120 Sports, Hershey's, Reese's, TakeDownCholesterol.com, Icebreakers, Viberzi, and Transitions Lenses.

ART DIRECTOR INTERN | GRAPHIC DESIGN INTERN — RAZORFISH, MRY, AUTOFUSS — NYC, SF, Austin — 11.13–09.14

I learned a ton from working on digital, social, and non-traditional campaigns and designs for Smart Car EV, Takis, Coke, Pizza Hut, AT&T, Google Play, Nexus, Android, Speck, and Uniqlo in my 11 months of internships at Autofuss, MRY, and Razorfish in New York, San Francisco, and Austin Texas.

EDUCATION

MAIMI AD SCHOOL — ART DIRECTION — 2 YEAR CERTIFICATE

PACIFIC NORTHWEST COLLEGE OF ART — GRAPHIC DESIGN — 2 YEAR CERTIFICATE

PORTLAND STATE UNIVERSITY — ENGLISH AND MUSIC — BACHELOR OF ARTS

CERTIFICATION — GOOGLE UX DESIGN

PORTFOLIO — [WWW.PATGAMBLE.NET](http://www.patgamble.net)

VOLUNTEER POSITIONS

CREATIVE DIRECTOR — EARLY WORK RECORDS

DESIGN ADVISOR — THE BRA RECYCLERS

SKILLS

I'm an extremely versatile Art Director and Graphic Designer. Here is a random list of some of the things I do and skills I possess. I won't lie, this list is mainly here so that computer resume filters won't toss out my resume because I didn't use the correct key word somewhere else in my resume. If you're a human you probably don't need to read this to figure out if I can do what you need.

Art direction, graphic design, concepts, ideation, lateral thinking, direction, guiding vendors, mentorship, leadership, teamwork, collaboration, feedback, print design, digital design, video, digital video, social media, out of home, large format print, signage, icon design, logo design, infographic design, presentation design, photo compositing, photo editing, mockups, storyboards, print production, illustration, music selection, new business pitches, B2B, B2C, UX design, smiling, adobe, Photoshop, illustrator, InDesign, XD, after effects, acrobat, figma, powerpoint, keynote, canva, wix, wordpress, logic, music production, brochure design, collateral design, and more.

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