



ULTIMATE GOAL: To secure a position as a graphic designer/illustrator with a highly creative, motivated, and innovative design or branding firm capable of producing a variety of excellent and award-winning work for both an external and internal client base within Hong Kong, and to challenge and refresh my job skills while acquiring new ways of thinking and acting that will contribute to the knowledge-based economy and expanding prestige of the region as the hub of design in Asia.

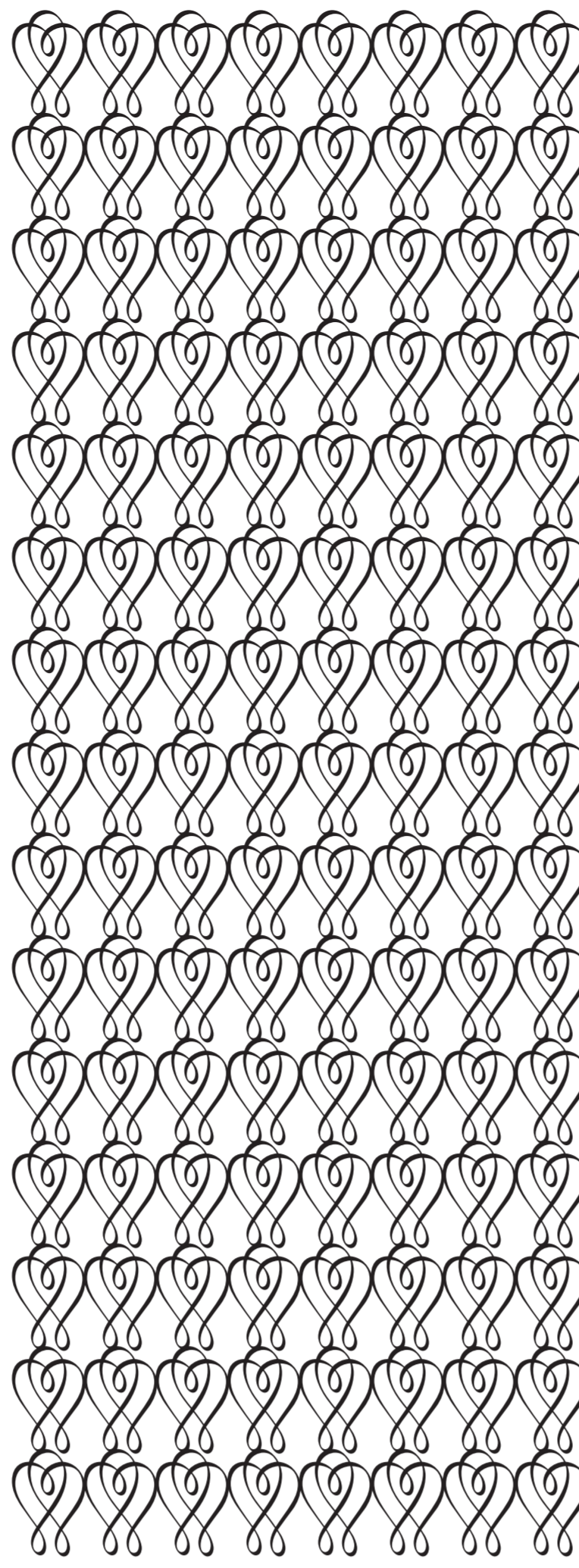
CRITICAL HISTORY: I am a trained and educated designer and illustrator with nearly eight years of professional experience in a variety of design genres and print media, including: packaging and collateral material design; identity and branding campaign ideation; font design; layout design (publishing/identity/packaging/way-finding + technical/signage + display); book cover design; as well as growing experience and interest in Web site design. In my most recent position I gained valuable experience with magazine publishing, marketing, advertising, and profit-oriented goals. I served in a managerial capacity, leading individuals and teams, and formulating initiatives and assignments that fostered greater efficiency among the staff and which improved the company's profit margin. I worked directly with clients in budgeting, formulating, and executing materials from concept to completion. In addition, I have worked with recognized clients such as Universal Interactive, Ocean of America, SegaSoft, Psygnosis Games, the Smithsonian Institution, Atlantic Media (The Atlantic Monthly magazine), and The National Journal Group (National Journal, Government Executive, and Hotline publications).

ANIMATING PRINCIPLES: I possess a healthy interest in and astuteness for understanding unfamiliar customs. I exhibit a formidable degree of knowledge in the fields of graphic design, art history, photography, architecture, industrial design & craft, as well as language and literature. My influences include modern underground and urban culture and music; hyper-design; technical representation; scientific illustration; fashion and retail culture; foreign languages; and Asian life. My inquisitive nature accelerates the expansion of my interests, and it is my sincere belief that one never ceases learning.

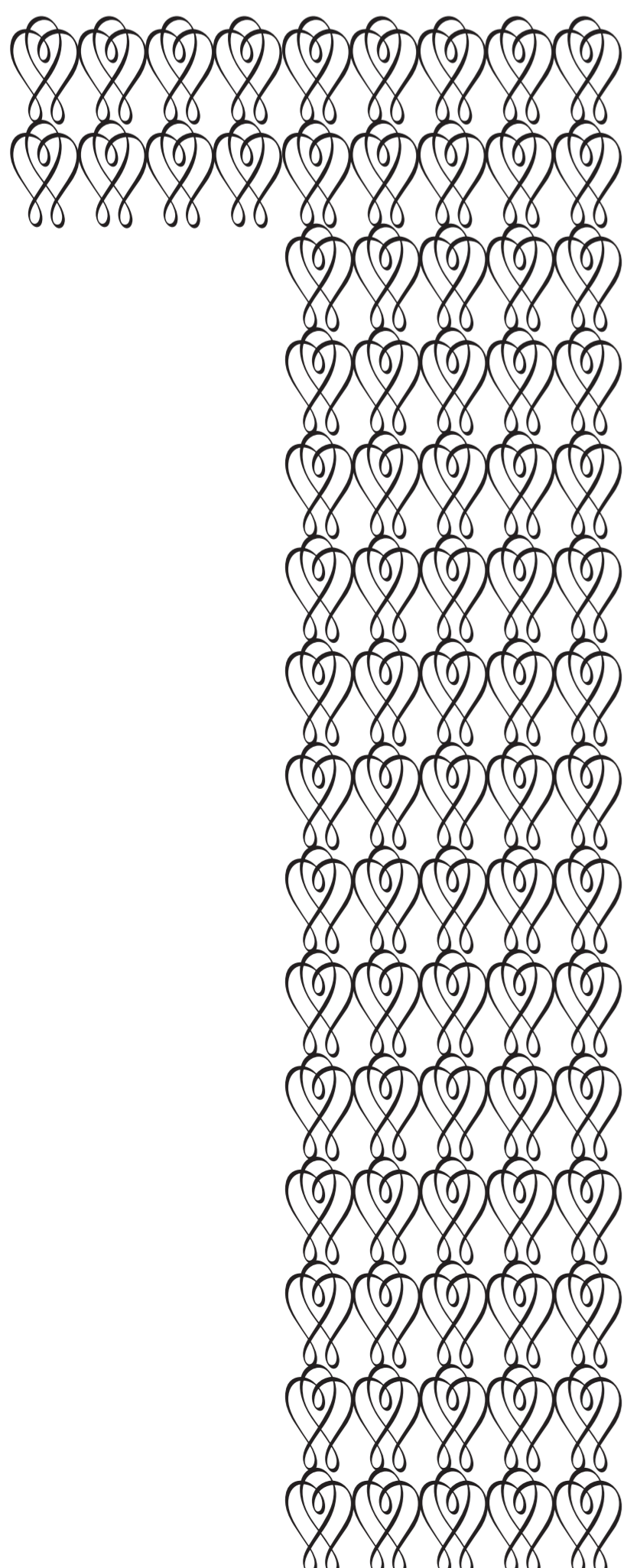
DEFINING GUIDELINES: I exhibit an extraordinary degree of freshness and attention to detail in my work, and relish the challenge of expanding my design vocabulary beyond my current idiom and geography and into Hong Kong. I work very well under tight deadlines, yet am adept at handling far-ranging projects, and can tackle several assignments at once with efficient ingenuity. I have a healthy respect for group dynamics, however I also have a streak of leadership that propels me to spearhead bold endeavors. I readily grasp new technologies and applications, and deftly master and integrate systems into my working process. I am eager to be mentored, yet I excel without supervision and can adapt to working with firms of any size, be they less than 10 employees or greater than 500.

DRIVING FORCE: My intent is to contribute through hands-on involvement, to influence through experience, knowledge, and relationship building, and to increase my employer's profit margin through innovation. My mission is to enrich my qualifications, proficiency, and capabilities as a designer by learning from my colleagues while translating my knowledge and experience into maintaining Hong Kong's development as the cultural and technological hub of Asia. I seek to establish myself as a key component within an environment where I can offer guidance and mentorship; in which I can introduce a unique American perspective critical to establishing a foothold in Western markets; where I may enhance my talents to establish a respectful relationship with Chinese and other Asian economies; in which I may continue to emphasize the high degree of professionalism and character currently exhibited in my work; where I can promote and further my employer's reputation as a leading provider of services in a knowledge-based economy; and one which will serve to enhance my reputation as someone who can fill the void of qualified professionals.

Thank you for your time and consideration.



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ATLANTIC MEDIA COMPANY

Senior Design Specialist/Assistant Art Director
1/01 to present
Chosen to make transition from 40+ person art department to 3-person team within an established company structure to develop and strategize new brand identity and creative processes for *Atlantic Monthly*, *National Journal*, and *Government Executive* magazines, among other publications, as well as marketing and research-driven efforts. Responsibilities included developing and producing on a monthly basis informational graphics and layouts for *Atlantic Monthly*; creating audience- and event-specific materials such as media kits, brochures, posters, invitations, sales sheets, studies, cd packaging, banners, book jackets, calendars, and a host of other materials for branding and positioning purposes; production of research booklets and companion materials; development of departmental processes and policies; self-managed projects and client relationships, deadlines, and budgets while managing and overseeing other employees' assignments within rapidly growing department; functioned as department manager in absence of other authority.

THE ADVISORY BOARD COMPANY

Graphic Designer + Illustration Specialist
5/00 through 12/01
Work included design and production of layouts, templates, info-graphics, maps, charts, medical illustrations, stationery, identity packages, and other special assignments for a variety of media such as books, binders, pamphlets, inserts, brochures, invitations, presentations, slides, web media, and pdf, among others. Tapped early in tenure as a department resource for technical illustration and for special projects such as helping to redesign the *Atlantic Monthly* magazine identity; managed a marketing effort intended to rebrand department identity; self-motivated and managed within a large art department under a large corporate structure.

DEGREES: Bachelor's Degree in Fine Arts (Concentration in Graphic Design), University of Michigan, School of Art & Design, Awarded August 1996
CUMULATIVE GRADE POINT AVERAGE: 3.2
COURSE STUDY: Graphic Design, Industrial Design, Typography, Photography, Printmaking, Drawing, Color Theory, Design Criticism, Art History (Ancient to Modern, European, American, & Asian), Design History and Theory, Design Marketing, English Literature, American Literature, Creative Writing, Cinema
LEADERSHIP: Vice president, Art Students' League
AWARDS: Excellence in Student Leadership (1996); Atlantic Media Company Chairman's Awards Finalist (2004)

MACINTOSH G4/G5: OS 9.0-OS X
ADOBE DESIGN SUITE: InDesign, Illustrator, Photoshop, ImageReady, Pagemaker, Streamline, Acrobat
OTHER DESIGN PRODUCTS: QuarkXpress, Dreamweaver, Fontographer, Deltagraph
MICROSOFT: Word, Powerpoint, Excel



20/20 REPRODUCTIONS

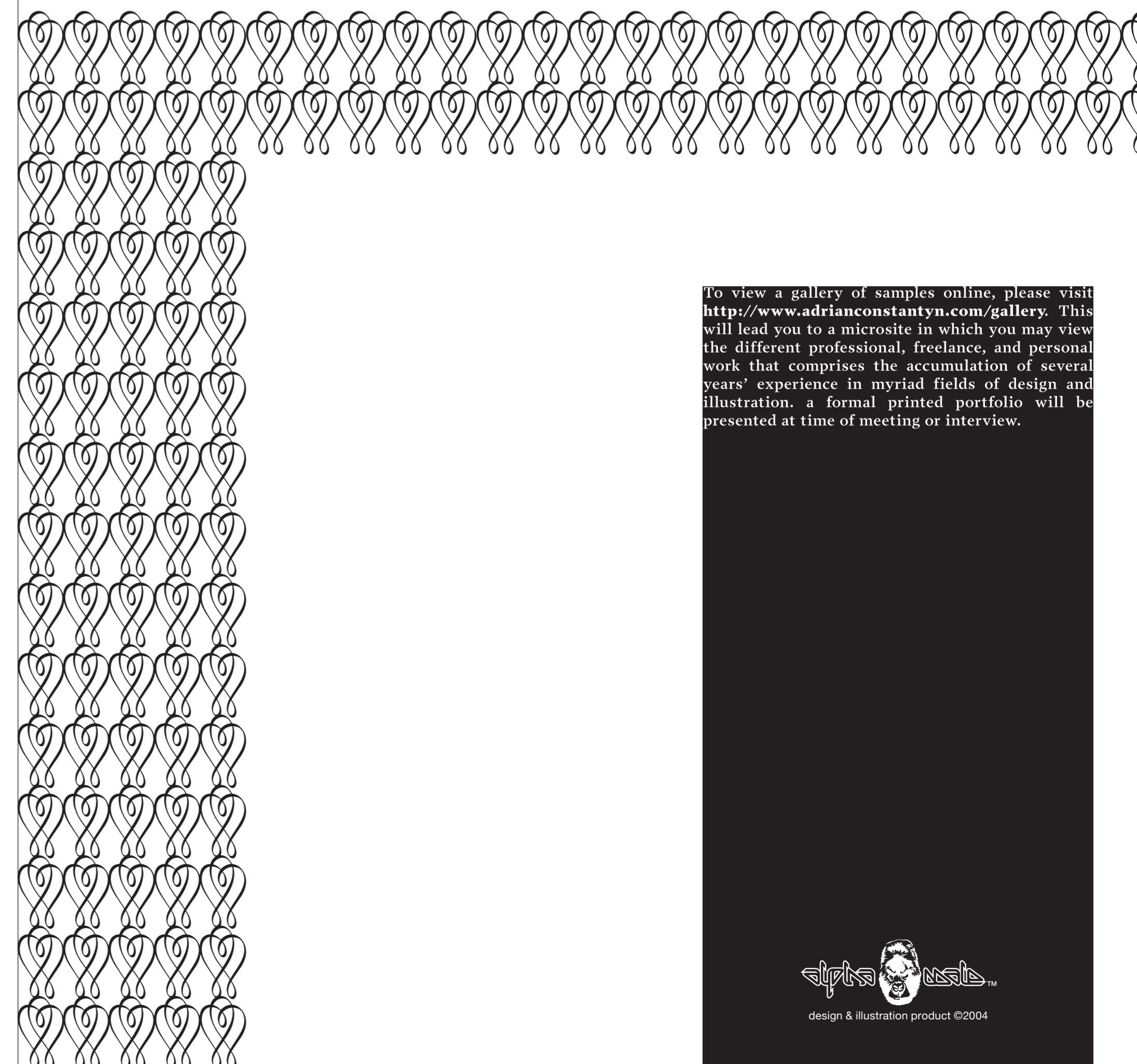
Senior Graphic Designer + Art Director/Production Manager
6/98 to 9/99
Work included design and production of magazine and newspaper ads, direct mail marketing pieces, logos & identities, business cards, brochures, sales flyers, catalog covers & interiors, as well as overseeing design and daily operation of four-person art department for a small regional design house and printing facility. Duties also included training and technical troubleshooting.

GREAT WEST VIDEO GROUP INC.

Packaging Designer + Assistant Director of Advertising
7/97 through 3/98
Initial duties included design of video packaging and direct mail pieces, with rapidly expanding responsibilities of marketing campaigns and print advertising executed from concept to completion, and work including photo editing and selection, graphical enhancement, copy writing, production supervision, and client stewardship within a multi-project, deadline-driven, software-intensive environment.

BUSTROX DESIGN+ART

Principal & Designer, Packaging + Collateral Promotional Material Design
9/96 through 7/97
Self-employed venture which included the design and creation of video game packaging, sales sheets, cd labels and inserts, manuals and catalogues, as well as collateral marketing material for such firms as Sega, Ocean of America, Nintendo, Psygnosis, Insomniac Games, and Universal Interactive Division. Responsibilities included projecting production costs and budgeting time and resources under strict confidentiality, as well as meeting directly with clients to negotiate contracts, discuss vision, and present materials within a narrow timeframe and budget.



To view a gallery of samples online, please visit <http://www.adrianconstantyn.com/gallery>. This will lead you to a microsite in which you may view the different professional, freelance, and personal work that comprises the accumulation of several years' experience in myriad fields of design and illustration. A formal printed portfolio will be presented at time of meeting or interview.