



DAVID SHANKLIN

DESIGN + PRODUCTION

971 533 6988 | david@slugandbleed.com

www.slugandbleed.com

EXPERIENCE

Present_Freelance Graphic Designer_Portland. Leverages 10 years professional experience in tandem with robust production skills to provide agencies and brands with timely, and accurate design solutions across retail, experiential, print, and social media.

2017_Production Designer_Forge Graphic Works_Portland. Executed design and layout on large-format graphic systems, POP displays, and fixtures for placement in national retail chains. Worked closely with the engineering team to create and refine dielines for packaging, footwear risers, etc. Was responsible for creating and preflighting immaculate mechanical files for all manner of production including printing, routing, and laser-etching.

2015_Visual Display Designer_Nike Inc_Portland. Designed graphics and fixtures in Nike-owned stores to elevate the consumer journey and enhance environmental storytelling. Worked closely with team leadership to develop new stores and renovate existing locations. Helped design and develop the latest company beacon doors in Miami and Soho, contributing to various aspects of production including site surveys and mechanical files.

2014_Electronic Production Designer_Happylucky_Portland. Executed design and layout on large format graphics, print campaigns, and retail/POP pieces for installation on 3 different continents. Designed social assets and implemented guidelines for campaigns that grew the client's Instagram following by 2500x and helped product sales surpass €1B. Updated and maintained SketchUp models outlining the interior design of a corporate headquarters featuring no less than 20 rooms and 100s of pieces of furniture for client approval and subsequent production. Designed all manner of window and in-store installations: created 3D renderings; determined element sizes, substrates, dielines, and mechanicals; and devised installation guidelines.

2013_Production Designer_SET Creative_Portland. Utilized exceptional production art skills and knowledge of best practices to codify file organization structure and workflow for the design department. Streamlined the job process and reduced vendor file issues by 20%. Produced accurate mechanical files for an A.R.E. Design award-winning retail campaign spanning 28 stores.

2013_Freelance Graphic Designer_Adidas America_Portland. Laid out nearly 100 print-ready advertisements spanning 15 college sports franchises within a deadline of 6 days. Carried out advanced photo retouching and color correcting in order to match both brand and franchise guidelines.

2012_Freelance Graphic Designer_Hey, Advertising_Seattle. Contributed to the development of a print campaign comprising full-page advertisements in high-end magazines. Created project presentations and web mock-ups for in-house and client review.

2011_Production Artist_Nike Tennis_Portland. Supported Nike Tennis as it became the most profitable category within the company in 2012. Created 8 seasons of CAD files and visual tools for design review, go-to-market, and factory production for 100's of garments and accessories following stringent Nike standards of accuracy, detail, and organization.

2010_Project Manager/Designer_Malaya Signs_Portland. Designed architectural signs, environmental graphics, and vehicle-wraps. Created scale mock-ups for client review, city permitting uses, and assistance to shop production artists, as well as installation crews. Communicated with clients to address project scope and brand stories in order to sell possible design solutions and give accurate quotes.

2005_Freelance Graphic Designer_Various_Seattle/Portland. Designed marketing materials, press kits, one sheets, logos, advertising, email blasts, wayfinding, signage, and product catalogs. Developed templates and comps. Illustrated gig posters and kids apparel. Clients included Light in the Attic Records, Holland America Line, Pedalpalooza, Rauxa Direct, Weber Marketing, Bonneville Power Association, and Walmart.

EDUCATION

2006_Bachelor of Fine Arts_Graphic Design_Art Institute of Seattle.

SOFTWARE

Adobe Creative Cloud InDesign, Acrobat, Illustrator, Photoshop, XD, and Dimension.

SketchUp Proficient modeling capability and familiarity with Vray.

Procreate Lettering and illustration

Microsoft Office Word, PowerPoint