

Bones Leopard

Creative Director

bonesleopard.com
979.492.9969
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Skills

Project Development
Project Management
Art Direction
Detail Oriented
Interpersonal Communication
Problem Solving
Creative Excellence
Maintaining Set Schedules
Developing Relationships
Scouting and Casting Talent
Creating Sales Material
Proofreading

Programs

Photoshop	★★★★★
Illustrator	★★★★★
Indesign	★★★★★
Acrobat	★★★★★
After Effects	★★★★★
Keynote	★★★★★
Powerpoint	★★★★
Microsoft Word	★★★★★
Microsoft Excel	★★★

Education

Savannah College of Art & Design
Savannah, GA
Bachelor of Communication Arts;
Major in Sequential Art
September 2006 - May 2009

Notable Design Clients

20th Century Fox
Cartoon Network
DC Comics
Garfield
The Jim Henson Company
Nickelodeon
Paramount
Peanuts
Planet of the Apes
Saban/Hasbro
WWE

References Available
Upon Request

Summary

Seven years professional experience in Design and Production for both print and digital media as well as merchandising. Ten years as a freelance designer for publishing projects. Five years experience managing in-house and freelance staff, as well as coordinating teams to reach goals and complete assignments while working with fast deadlines. Solutions oriented and comfortable in a fast-paced, deadlines driven workplace.

Career Highlights

Giant Days: Managed the design from logo to complete book branding, worked with creators as well as editorial to make it as strong as possible. Also managed the production for sending it out to print. Giant Days has been nominated for four Eisners, won two, and four Harvey awards. Won two Eisners in 2019.

Wild's End: A fantastic story by Dan Abnett and INJ Culbard, an overlooked gem by many but for all three volumes worked closely with the creative team to create branding, marketing and bonus material to bring the world to life.

Experience

Disney | Design Coordinator - Production & Development

October 2019-Present

Worked closely with internal and external design teams to keep branding and quality consistent. Managed timelines, calendars, and deadlines for multiple teams and projects. Established a secure system for sharing high risk assets to keep spoilers from happening. Managed the acquisition of 20th Century Studios, ESPN and National Geographic assets and adapted them into the Disney System and created a digital library for all popularly requested assets in a convenient manner for all stakeholders. Trained and onboarded new staff and supervised complete training of branding and history of properties.

AnimeBoston | Creative Director

May 2013 - Present

Managed the creation of art and graphics from a team of designers for both branding and promotional media and products for the yearly needs of Anime Boston. Responsible for keeping open communication with artists, designers as well as upper management to stay on task and work on a year-round schedule. Helped keep the brand consistent as well as found ways to reuse retired promotional materials to help save on costs as well as influence long time fan engagement overall.

BOOM! Studios | Production Design Coordinator

June 2014 - October 2019

Responsible for the design and production of BOOM! comic related material and for all imprints, print and digital media. This includes logo design, the design and layout for single issues as well as trades and collections, comic book covers, minor color and lettering corrections, and working with editorial to build the strongest brand for each title. Communicated with Artists and Editors to keep the schedule maintained, as well as helping navigate missed deadlines and working with the printers overseas to stay on schedule. Maintained communication with Management so that everyone is on the same page at all times. Kept workflow on track for all assigned projects; managed the processing of assets/materials from freelancers/designers to maintain template compliance and line look consistency; ensured all approved pre-press, print, manufacturing, and digital materials were delivered on time.