

Michael Bear

www.mikedeanbear.com

Objective

To realize an idea(s) or emotion(s) in pictorial form. To create the feeling of life.

Experience

2007-Present Devil's Due Publishing Chicago, IL

Staff Illustrator

- Responsible for maintaining a high standard of quality illustration while working with an editor and art director to produce a monthly comic book.
- Books include GI Joe: America's Elite #21-26, #28-36 and Voltron: A Legend Forged #1-2
- Design and illustrate covers for published comic books.

2006-Present Freelance

Illustration, Concept Art, and Package Art

Clients:

- Furst Media; Melbourne, Australia <http://furstmedia.com.au/>
-freelance illustration
- Kunoichi, Inc. Chicago, IL <http://www.kunoichi.com/>
-create illustrations for IP proposals and package art.
- Royal Elastics. Melbourne, Australia <http://www.royalelastics.com/>
-produced a 10 page comic for a brand bible promoting a new line of shoes.
- NFP Games. San Francisco, CA
-created character and environment concept for video game proposal.
- Hasbro, Inc. Pawtucket, RI <http://www.hasbro.com/>
-produced package art for GI Joe toys.

Education

2002-2006 Savannah College of Art & Design Savannah, GA

- B.F.A., Sequential Art (comic books, graphic novels, storyboarding, and concept design) Magna Cum Laude
- Minor in Painting
- Graduated with a 3.8 GPA; Named to Dean's List seven consecutive quarters.

Professional Skills

-Character, Environment, and Vehicle Design
-Storyboarding
-Photoshop, Illustrator, and Painter.