



**OVERVIEW:**

Thomas Dudley is a graphic designer, illustrator, painter, technical whiz and general creative force based in Brooklyn, NY. Raised on terrible rural TV reception and a steady diet of art supplies, he became fascinated with design. Industrial printing vocational courses in high school exposed him to the joys of typesetting, stripping negatives, hand-lettering, etc. - skills which, in 1996, Thomas began to transfer to digital design, photo manipulation, and typography. The discovery of digital imagery opened the floodgates and led to a mastery of a wide range of design software. Thomas' repertoire of digital design tools continues to develop and expand to this day, but on rainy, computerless days he loves nothing more than to go nuts with a photocopier, a can of spray adhesive, and an X-Acto knife.

**EXPERIENCE:**

**PRINCIPAL, Sightlab Media Research, 1999-Present**

Began as an effort to help out friends' bands in the Portland, Oregon area in exchange for tickets to shows, Sightlab originally existed to make posters, handbills, cheaply produced T-shirts, and videos. The effort has since expanded to included print & web design, branding, theater set and prop design, technical consultation, tangible object development, and mixed-media experimentation for a diverse roster of clients, ranging from Historic Old Deerfield to the NYC Parks & Recreation Department.

**GRAPHIC DESIGNER, Greenfield Recorder, 2006-2009**

Created print advertising campaigns & strategies with clients & advertising salespeople, including visual development & branding, logo design, and integrating advertising with established branding efforts. Supplied the editorial department with infographics and illustrations. Publication design work included typographic strategies, cover & page design, and development of digital editions, and consulted with editors on feature story design & updates of existing features & sections.

**STAMP DESIGN & SALES, Simon's Stamps, 2005-2007**

Small custom products shop with an astonishing in-house production capacity. Consulted with a wide range of customers, from individuals seeking return-address stamps to multi-national corporations buying signs & stamps for employees around the world. Typeset & designed custom stamps, created logos & illustrations, worked with customers and vendors to coordinate unique & sometimes unusual stamp, ink, and signage needs. Quickly became proficient with the laser-engraving equipment & developed production techniques that increased daily output by nearly 25%, and expanded the range of available items that could be produced in-house. Overhauled & redesigned the company web presence for an improved, clarified customer experience & increased ability to satisfy online customers, which in turn increased sales.

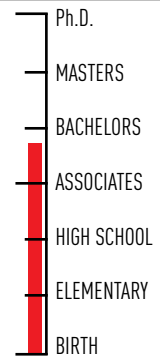
**JUNIOR INSTRUCTIONAL DESIGNER, Cogmatrix, 2002-2004**

Created interaction wireframes & illustrations for web-based interactive educational software.

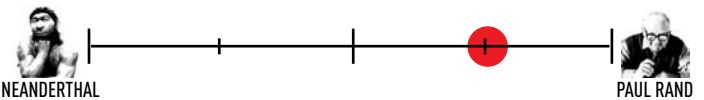
**EDUCATION:**

**PORTLAND STATE UNIVERSITY,**  
**Portland Oregon, 2001-2002**  
 Graphic Design/Architecture

**GREENFIELD COMMUNITY COLLEGE,**  
**Greenfield, Massachusetts, 1996-1999**  
 AS. Media Design



**SKILL/CREATIVITY SUMMARY:**



Able to render objects, by hand, with pencil & paper. Aware of what "makes" design good or bad, fascinated by good grid systems without being a slave to order. Imaginative, conceptual, fond of color, slightly overbearing about what does or does not constitute good typography.

**SOFTWARE PROFICIENCY:**

BASED ON A SCALE OF 1-10, 1 BEING THE ABILITY TO START THE PROGRAM, 10 BEING ABLE TO MIND-MELD WITH THE SOFTWARE

