



RYAN COREY

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A BRIEF BIOGRAPHY IN BULLET POINTS

SUMMARY

Ryan Corey is an art director/graphic designer, illustrator and type designer who seeks to bridge concept and its representation by extending graphic language to other areas of thinking and form making. Corey struggles against convention to create from a different perspective and to go beyond preconceived notions.

His work is included in The UC Davis Design Museum's permanent collection and has been recognized by Adobe Systems, The Art Director's Club, and the recording industry.

His work has appeared in the journals, *STEP, I.D.* and *Communication Arts* as well as several books on the subject of graphic design.

WORK EXPERIENCE

2019 – PRESENT. SELF-EMPLOYED
Freelance design, art direction and illustration

2003 – 2019. SMOG DESIGN
Art direction and graphic design for a myriad of different projects. From concept through all stages of production including, but not limited to: design for print; identity and branding systems; packaging design; web design; book design; photography; illustration; motion graphics; pre-press; advertising design; project management.

2001 – 2004 CALIFORNIA INSTITUTE OF THE ARTS
Print and web design services promoting the Institute's events, programs, catalogues and calendars.

1997 – 2001 MODERN POSTCARD
Design production and file preparation, client relations.

AWARDS AND RECOGNITIONS

Adobe Achievement Award
Art Director's Club Gold Cube
UC Davis Design Museum's permanent collection
Work featured in *STEP, I.D.*, *Communication Arts*
Independent Publisher: Best Art Craftmanship—Gold Award

EDUCATION

Bachelor of Fine Arts, Program in Graphic Design
California Institute of the Arts (CalArts) 2005

Associate of Arts in Desktop Publishing
Palomar College 2001

AREAS OF EXPERTISE

Art Direction
Design for Print
Typography
Type Design
Illustration
Photo Retouching/Manipulation
3D Modeling
Motion Graphics
Web Design

SKILLS AND SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Dreamweaver
Adobe After Effects
Fontlab
Cinema 4D
Hand skills—Drawing, Painting, Lettering
Printmaking
Photography
Screenprinting