

TODD POUND

Design / Illustration / Story

portfolio : toddpound.com email : toddpound@gmail.com

Ink & Layout *Doonesbury* 2012–Present

Comic Strip, Book Covers & Other Media

Art & Design Lead, Marketing Telltale Games 2016–Present

User Acquisition / Design & Development of Telltale's Online Store & Community / Social Campaigns / Investment Pitches / Print & Digital Marketing / Recruitment Materials / Brand Manager for Netflix Collaboration / UX/UI Design / Large-scale Physical Presence (Press Booths, Exhibits, Billboards)

Senior UX Designer Free Range Games 2012–2016

User Experience / Game Design / User Interface / Design Docs, Executive Statements, Style Guidelines & Pitch Documents / Plotting & Dialogue / Environment & Character Concept / Storyboards

Art Director Mobile Development Sanzaru 2010–2012

User Experience / Design Docs, Executive Statement, Style Guidelines & Pitch Documents / Writer: Plotting & Dialogue / Environment & Character Conceptualization / Storyboards

Senior UX Designer Activision 2001–2010

Game Design / UX Design / Environment & Character Conceptualization / Storyboards / Executive Statements & Game Design Documents

Creative Director Dreamtime 2001

Studio Lead / Program Coordination / Conceptual Design & User Experience for NASA's online strategy, and distribution of agency's archival footage & latest discoveries

Creative Director Protozoa 1999–2001

Animation Direction / Art Department Management / Concept Design / Storyboard / Website Design

Art Director Media Concrete & Organic 1997–1999

Animation / Illustration / Web & Advertising Design / Copy / Corporate Identity

Associate Art Director Tribeca Interactive 1995–1997

Conceptual Design / Texture Creation / Animation Direction / Storyboards / Package Design / Game Design

EDUCATION

Bachelor of Arts in Design University of California, Los Angeles 1993

RELATED EXPERIENCE

Storyboard Artist: Action-sequences for Feature Film *Special* 2004

Creator: *Gutters* Comic Strip for Universal Press ucomics.com 2003–2005

Instructor: 826 Valencia Writing Workshop, San Francisco 2002–2006

Lecturer: "Framed Narratives—Visual Storytelling," San Francisco's Intersection for the Arts 2003

Contributor: *Don't Forget to Write* (Jossey-Bass) 2005

Writer: *Lines*, a novel 2004–2015