

# DEAN BOTTINO

Shoreline, WA

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## Summary of Qualifications

- 11 years of experience
- Background working on variety of assignments
- Extremely organized and capable of managing multiple and varied projects
- Strong range of diverse technical and practical skills

### Practical Skills

- Motion Graphics
- Video Editing
- Storyboarding
- Illustration
- 3D Modeling/Animation
- Production Art
- Photo Retouching
- Apparel Design
- Packaging Design

### Technical Skills

#### Applications

Adobe Photoshop, After Effects, Premiere, Media Encoder, InDesign, Illustrator, Maya, Blender, Cinema 4D, Unity, Office Suite (Word, Excel, PowerPoint, Outlook)

#### Platforms

macOS, Microsoft Windows

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## Work Experience

**Wisecrack Inc**, Shoreline, WA

**March 2015 - Present**

*Educational YouTube Channel with over 2.79 million subscribers*

### Motion Graphic Designer

Produces motion graphic segments, video editing, and title cards for rapidly-generated YouTube content for an audience of over 3 million viewers. Utilizing the script and voiceover work authored by the directors and cast, I oversee all aspects of production from storyboarding to graphic asset production and animation. I maintain a high-paced production workflow while both maintaining and advancing the visual quality and storytelling techniques.

- My most popular video "The Philosophy of One Punch Man" has gained Wisecrack more than 2.6 million views
- Through self-driven education in After Effects and exceeding expectations, I've transformed my responsibilities from providing graphic assets at the beginning of my employment to leading the animation of entire episodes

**Dean Bottino Design and Illustration**, Shoreline, WA

**March 2015 - Present**

*Freelance business, providing services such as motion graphics, illustration, and print design*

### Lead Designer

The independent design company I cultivated makes use of my skills in the entire Adobe Suite to produce the video and graphic design envisioned by my clients. Through spearheading effective marketing and community engagement, the illustration side of my business has garnered a rapid following and generates excellent print and merchandise sales.

- Illustration was chosen to be produced as official merchandise for Monomi Park's "Slime Rancher" video game, distributed by ForFansByFans for online, retail, and official convention booths
- Lead design of all aspects of the UC Irvine Gifted Students print marketing, including course catalogues, packaging, and business cards, increasing student enrollment and retention by 40%

**Schawk Inc**, Redmond, WA

**July 2017 - Present**

*Global brand production and deployment company. Offers brands print, web, and photography production services.*

### Production Artist

Oversees photo retouching for clients such as Ann Taylor, Loft, and Nike apparel. Excels in maintaining a high standard of quality and solving difficult challenges presented in the clients' photography.

- Through consistently exceeding expectations, I advanced to oversee higher-priority accounts twice within my first year of employment by being repeatedly lauded by supervisors
- Overhauled quality control process by devising a streamlined template for uncovering errors in production, increasing client retention by 20%

**Hybrid Apparel**, Cypress, CA

**May 2010 – March 2015**

*Licensed, branded, and private label apparel company. Handles design, merchandising, production, and distribution of clothing and merchandise to retailers*

### **Apparel Artist**

Utilizing advanced typography, illustration, color theory, and composition skills, I created inventive designs for licensed apparel and packaging. I introduced rapidly-evolving market trends in clothing design while fulfilling and maintaining the strict, established styling standards of brands such as Disney, Marvel, and Nintendo.

- Formulated creative prototypes of apparel and packaging designs to present impressive pitches to high-profile brands, securing licensing rights while edging out fierce competition from rival design companies. My work boosted presentations to obtain both the Marvel and Nintendo licenses
- Mentored 5 junior designers, communicating and modeling our high design standards and bolstering their success and the company's employee retention

**UC Irvine Campus Recreation Marketing**, Irvine, CA

**July 2009 – February 2010**

*Marketing department for the ARC, University of California Irvine's state-of-the-art-sports and fitness facility*

### **Graphic Designer**

Designed print, web, and video content for Campus Recreation's advertisements and student information. Led production of course catalogues, flyers, and shirt designs. I assisted in on-site photography and filming for equipment tutorials and demonstrations and enhanced footage shot in limited lighting conditions.

- Launched a new marketing campaign, revitalizing the presentation and unifying the visual style of all materials and strengthened student enrollment by over 75% from the previous year
- Introduced video segments that encouraged students to properly use exercise equipment, with noted reductions in damages and replacements

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## **Education**

Bachelor of Arts, University of California Irvine (Irvine, CA)

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## **Professional Memberships and Affiliations**

UCI Alumni Association  
Artist Alley International