

Dawood Marion

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(510) 228 – 5726

EDUCATION

Gnomon School of Visual Effects (2006) - Production Design (Film/Gaming)

Westwood College (2004 – 2006) – Visual Communications

Santa Monica College (1993 – 1995) Watercolor painting / Animation

SKILLS

Photoshop

Illustrator

Painter

Flash

Final Cut Pro

Character Sculpture

Dreamweaver (Web Design)

DESIGN EXPERIENCE

Book Cover Illustration

“101+ Ways To Tell If The Person You Are Dating Is Crazy” (2009)

By Author Jeff Hodge.

Production Artist

“Legacy Interactive” (2007)

Creating and editing game assets, character designs and illustrations for, “Sherlock Holmes – The Lost Cases” and “Igor – The Game.”

Animation Colorist

“Seven Dollar Productions” (2007)

Editing and coloring animation frames in Photoshop.

Award winning animation in the Brazilian Film Festival.

Conceptual Artist

“Parero Design Group” (2007 - 2008)

Produced architectural concepts and 2D renderings (digital and traditional) for clients such as Lions Gate Films, Overture Films and Kaiser Permanente.

Conceptual Artist

“Mack Vision Entertainment” (2005 – 2006)

Conceptual Illustration, coloring and lettering for graphic novel, “The Savior Chronicles.”

Conceptual Artist

“Magnadyne Automotive Electronics” (2007)

Produced conceptual designs and 2D renderings for clients such as Boost Mobile.

Next Page >

(continued)

TEACHING EXPERIENCE

Visual Arts Instructor

East Oakland School of the Arts (Current)

Teaching Drawing, painting and various other visual art media.

(Teen)

Drawing Instructor

“Sharon Art Studio – Golden Gate Park” (Current)

Teaching reportage drawing, life drawing and character design classes.

(Teen - Adult)

Visual Arts Instructor

La Casa De Las Madres (Current)

Teaching Drawing, painting and various other visual art media.

(Adult)

Visual Arts Instructor

“Attitudinal Healing Connection” (2008 - 2010)

Teaching various methods of drawing, painting and sculpture. Integrating art into the core academic curriculum.

(Elementary -Middle School)

Drawing/ Digital Media Instructor

“Avenue 1” (2008)

Teaching various methods of drawing and character design using Photoshop along with traditional drawing.

(Teen)

Production Design Instructor (Co – Instructor)

“Gnomon School of Visual Effects” (2007 and 2009)

Teaching techniques of character design, environment design and storyboarding for gaming and live action films.

(Adult)