

Good Day,

Please accept my resume for open design positions with your team.

Until recently, I held the position of Senior Designer for eBay's Relationship Marketing team. I was tasked for all onsite marketing graphics, email communications, rich media, promotions, collateral, and brand execution. I also coordinated multiple projects for a number of internal and external eBay teams and vendors. So, all those silly newsworthy auctions onsite on eBay, or other eBay promotions – that was me.

I have a 13+ year graphic design background in the field of digital media, print, web, advertising, 2D/3D animation, audio and rich media. I'm currently looking for freelance, contract or full time work, in the SF Bay Area - on or offsite. With my design experience and a bit of code skills, I hope to be a great contributor for your team.

I have a number of portfolio links:

This is my updated demo reel: Which links to my portfolio:

[http://www.ideacircus.com/demo/GSC\\_demo\\_Q409.html](http://www.ideacircus.com/demo/GSC_demo_Q409.html)

This is my previous demo reel site: (Pre eBay)

[http://www.rockproperrecords.com/demo/2007\\_demoreel.html](http://www.rockproperrecords.com/demo/2007_demoreel.html)

This is my previous studio site: (Pre eBay)

<http://www.rockproperrecords.com/demo/5149/2006.html>

This is an overview of my production, which all work displayed is my own, unless otherwise noted. My client list includes: eBay, Palm Inc., HP, Intel, Prism Media, Motorola, Compaq, Phillip Morris, THQ, Nick Games and Fisher Price among others.

Please feel free to contact me if you have any questions or require more information. Thank you very much for your time.

Sincerely,  
Greg Cooper

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415-602-3091 (cell)

Greg Scott Cooper  
415-602-3091  
18 Seabreeze Court, Pacifica, CA 94044  
[greg@ideacircus.com](mailto:greg@ideacircus.com)

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**Senior Designer | Art Director | Project Management**

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Designer - Artist - Illustrator - Graphic Design – Web Design - Flash Designer.

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**Achievements:**

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- Senior Designer for eBay's Creative Marketing team, for the last 2 ½ years.
- Project and production lead for Palm Inc. creating all their interactive handheld & smartphone flash tutorials during fall 2004 to early 2008.
- Art Director & Partner of Virtual Alchemy Studios from 1998 to 2000. VAS grossed 1 million dollars in its first year with nine employees and was successfully sold in March of 2000.
- Awarded 1<sup>st</sup> place in the CNPA advertising awards for In-house Marketing for the Santa Cruz Sentinel.

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**Technical Skills:**

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Flash	Quark	Mackie Tracktion	4-color process
Actionscript 2	Premiere	Music composition	Trapping, color
Dreamweaver	Director	Hand coding HTML,	correction and set-up
Photoshop	Image Ready	CSS, & XML	Screen printed design
Illustrator	Acid, Sound Forge	Actionscript & Lingo	and set-up
3D Studio Max	Abelton Live	Microsoft Office	PC and MAC

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**Artistic Skills:**

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2D Illustration and Animation. Graphic design	Storyboarding Character Design	Music Production & Musician Voiceover
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**March 2007 – August 2009**  
**eBay (via Haggin Marketing)**

**Senior Designer – Creative Marketing**

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**March 2001 - 2007**  
**51/49 Studios**

**Senior Artist / Art Director**

51/49 Studios was my freelance studio for illustration, graphic design, web design, and multimedia production. Clients include **Lasselle-Ramsay, Palm, HP**, and the **Santa Cruz Sentinel**. The last year has been focused on Flash rich media development of tutorials for Palm and HP.

**September 2002 – October 2003**

**ImaginEngine**

**Artist / Illustrator / Animator**

Contract artist/animator for ImaginEngine; Illustration, storyboarding, layout, character & effects animation on the PC & Gameboy game titles – *“Rugrats go Wild!”*, *“Arthur’s Pet Chase”*, *“Arthur’s Sand Castle Adventure”* & *“Hamtaro- Wake Up Snoozer”* Most work was Flash development of the non-animated game world or illustration for storyboards.

**October 2001 – November 2002**

**Santa Cruz Sentinel**

**Marketing & Advertising**

Acted as the Graphic artist for the marketing and editorial departments at the Santa Cruz Sentinel-- the daily newspaper for Santa Cruz County. I worked with extremely tight deadlines for ad production and pre-press operations daily. Set-up, trapping, print preparation and print approval. *Awarded 1<sup>st</sup> place in the CNPA advertising awards for In-house Marketing for the Santa Cruz Sentinel.*

**March 2000 - February 2001**

**NxView Technologies**

**Art Director**

In March of 2000, NxView Technologies acquired Virtual Alchemy Studios. I managed the design team on multiple projects for the West coast branch of Nxview. I was also the lead with clients’ art departments to recreate their style guides, logos and corporate image. Additionally, I was the project lead on a number of 3D projects clients include **Macromedia, Fisher Price’s Harry Potter** licensed projects.

**1997 - March 2000**

**Virtual Alchemy Studios Inc. (sold to NxView)**

**Art Director**

Virtual Alchemy Studios was a start-up animation company specializing in original 3D & 2D development for corporate promotions using multimedia and game development. As partner and Art Director, I managed the design and coordination for all graphics (2D and 3D), and artwork for the company. This included work on multiple projects for video games, the web, sales CDs, tradeshow demos, and TVD3D, an internal development product. Clients included: **Intel, Compaq, SCO, Motorola, Fisher Price, BreakTV, Nokia, Arcade Planet, Leo Burnett and Phillip Morris.** Additionally, I created and designed all of the art for logos, print materials, marketing tradeshow and communications. I helped create and design our tradeshow booth for the NAPTE 1999 show. We have had **our projects shown** at the following shows: **GDC, NAPTE, Comdex, CES, E3, CTIA, IAAPA, Siggraph, NAB and Promax.**

**May 1998 – Aug 1998**

**Y Alliance, Los Altos, CA**

**Freelance Design**

As a graphic artist for their architectural service bureau, I created their service catalogue and mailing literatures. Additionally, I worked on multiple architectural projects as a 3D modeler and texture artist, as well. Additionally, I worked on graphic layout for full 4-color products including: Set-up, trapping, separations and print approval.

**Education**

**1996 - 1997 Academy of Art San Francisco, CA.**

Majored in Digital Art, Fine art, Illustration and design.

Awarded Full summer scholarships from Academy of Art In San Francisco.

**1994 – 1996 DeAnza College Cupertino, CA**

Majored in Animation/ Film and Illustration

**1992 – 1994 College of San Mateo**

General Education

## Demo Reel:

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## Clients, Companies I've worked with or for:

EBay  
Palm  
Intel  
Compaq

Motorola  
THQ  
The Learning Company  
Fisher-Price  
HP

Haggin Marketing  
Phillip Morris  
Direct Magazine  
Lasselle-Ramsay  
among many others

Thank you for your time, and please feel free to contact me for any referrals or more information

Greg Cooper  
415-602-3091  
18 Seabreeze Court, Pacifica, CA 94044  
[greg@ideacircus.com](mailto:greg@ideacircus.com)  
[www.ideacircus.com](http://www.ideacircus.com)