

Ryan Jackson

Graphic Designer · Visual Designer

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SUMMARY

Graphic and visual designer with 15+ years of experience across music, games, and consumer brands. Creates brand identities, promotional campaigns, UI and in-game graphics, and product visuals, taking each project from brief to production-ready files for web, social, print, video, and shipped products. Expert in Adobe Creative Suite.

EXPERIENCE

Freelance · Visual Development Artist & Graphic Designer 2012 – Present

Los Angeles

- Delivered marketing concepts, key art, and graphic design for music clients including Justin Bieber and BloodPop, spanning album, video, and campaign visuals.
- Built complete brand identities, including logo, brand guidelines, website, and print and packaging materials. Delivered the full TRILL brand, packaging, catalog, and web store in under a month.

GENPOP Interactive · Visual Designer & Concept Artist 2020 – 2025

Remote / Los Angeles

- Designed 200+ production graphics for *SlimeCore*, a shipped online game, and its live operations, including icons, logos, textures, UI, and promotional art for in-game and marketing use.
- Built brand and UI systems consistent from pre-production through release, giving Graphic and VFX teams a locked-in visual language.
- Created hundreds of concept art sheets and marketing boards that shaped the visual direction of characters, environments, and promotional campaigns. Designed and supervised implementation of character VFX and interactables.
- In early development (2020–2021), created 50+ illustrated design documents and visual prototypes defining mechanics and interactive presentation before build.

COLLIDE Studio · Concept Artist, Music Videos 2018 – 2019

Los Angeles

- Developed concept art, storyboards, and character designs for high-profile music videos, including Skrillex.
- Painted textures and environment graphics for finished videos and supporting campaign materials.

Scorpion Design · Graphic Designer 2015 – 2018

Los Angeles

- Produced 500+ promotional assets for social, web, and print across a wide client roster, including ads, campaign kits, and identity applications.
- Iterated campaign systems and brand identities from brief to final files, adapting layouts across formats and platforms.

Wind-Up Records · Lead Creative 2007 – 2012

New York, NY

- Directed visual development, music video production, and campaign creative for major-label artists.

SKILLS

Design	Graphic design, branding, promotional campaigns, visual development, art direction, UI and in-game graphics
Tools	Adobe Creative Suite (Photoshop, Illustrator, InDesign, Lightroom), Unreal Engine, traditional painting and sculpting
Delivery	Social, web, print, video, and shipped-product assets; production-ready files and brand consistency

ADDITIONAL

- Solo-developed and shipped two iOS games: *Salamanda Ball* (2015) and *Salamanda EP1* (2014).
- Fine art exhibitions at Such As Gallery, Shimokitazawa, Tokyo: "Tête-à-Tête" (2023) and "SMOKE" (2024).

EDUCATION

ArtCenter College of Design, Pasadena, CA · Fine Art / Illustration program