

TOM MANNING

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www.robotsandmonkeys.com

EDUCATION

Yale University School of Art
New Haven, CT (2005—2008)
MFA in Graphic Design
Awarded the Mark Whistler Memorial Prize

Occidental College
Los Angeles, CA (1995—1999)
BA in Art History and the Visual Arts
Cum Laude graduate

Art Center College of Design
Pasadena, CA (1997—1999)
Exchange program with Occidental College

Trinity College Dublin
Dublin, Ireland (1997)
Study abroad student

SKILLS

Proficient with Adobe After Effects,
InDesign, Illustrator, Photoshop; and Flash,
QuarkXPress, FontLab. Illustration, writing,
storyboarding, character design.

REFERENCES

Available upon request.

EXPERIENCE

frog design, Art Director of Marketing (2010—present)

Responsible for overseeing and directing the visual expression of the frog brand globally; art director of *design mind* magazine.

California College of the Arts, Lecturer (2009—present)

Professor for CCA's undergraduate graphic design program.

Comic Book Creator (1999—present)

Publications include

Eric (2009): creator, writer and illustrator.

Runoff (2000—2007): creator, writer and illustrator of this critically acclaimed comic series.

RACECAR (1999): publisher, creator, writer and illustrator of the 210 page graphic novel.

Contractor (2001—2010)

Clients include

IDEO (2009—2010): consulting, design, and illustration.

Harper Collins Publishers (2009—2010): book designer for the Collins Design imprint.

Gap Inc (2009): consulting.

Jonathan Safran Foer (2009): graphics for his book *Eating Animals*.

Agency:Collective (2008—2010): consulting, art direction, and script writing.

Leigh Okies Designs (2008): consulting.

Sony/BMG (2008): commissioned comic book and motion work for Bullet For My Valentine.

NetJets (2002—2006): art director for online and print services.

Filter Magazine (2002—2005): art director for issues 1-16, identity design for Filter brand.

Insound/Drill Team Media (2004—2006): art director for Nike and Target projects.

Sole Technology (2002—2005): fashion designer for the Emerica skate clothing line.

Bayer (2001): art direction and flash production for new online campaign.

Yale University School of Art, Teaching Assistant (2007)

Awarded Fall semester teaching assistantship for Art 744, a graduate level motion graphics class taught by Chris Pullman and Scott Stowell.

Open, Graduate-Level Internship (2007)

Print, motion graphics, and illustration work for Open in New York City. Clients including *GOOD* magazine, WGBH Boston, *Art:21* on PBS, and *Jazz* at Lincoln center.

Filter Magazine, Art Director (2002—2005)

Responsible for the graphic concept and layout of the magazine, as well as participation and conceptualization of photo shoots and editorial directions. Brand and identity design.

Contributing illustrator and writer. Responsible for overseeing the flow between the editorial, photography and design departments for both *Filter* and *Filter Mini* magazines.

Mean Magazine, Art Director (2001)

Responsible for the graphic concept and layout of the magazine, as well as participation and conceptualization of photo shoots and editorial directions, and illustration work. Responsible for overseeing the flow between the editorial, photography and design departments.

MRM Worldwide/Zentropy Partners, Associate Art Director (1999—2001)

Responsible for conceptualizing and designing projects with the art directors, clients and copywriters, while overseeing a large team of designers and production artists. Flash design and illustration skills were also used on many projects.

Clients include

Edison International, EMAP-Peterson Publishing, Men's Wearhouse, MGM, Motorola, and Reebok.