

# CHARLES SCOTT WOOD

www.charlesscottwood.com  
Phone (385) 439-8078



## Work Experience

### Art Department Lead

#### Energizer/Handstands Promo

Supervisor over branding, marketing, and packaging asset creation  
Designs and produces graphics for promotional and print materials  
Create package designs for print-production product templates and die-lines for retail products.  
Ensure that all files and components are correct and ready for print  
Works with CSR and clients to obtain needs and explain possible options  
Retail product photographer

### Lead Graphic Designer, Printing Services Salt Lake Community College

Create designs according to clients' requirements  
Met with clients to get their vision to come to reality  
Managed over production  
Quality control over all print jobs  
Equipment Maintenance Technician

### Animator/Motion Graphic Designer Too Many Legs Animation Studio, Inc

3D and 2D animation  
Story artist  
Illustration 3D modeling asset creation  
Projects includes TV shows,  
video games, and advertisements



## Skill Set

- Layout templates
- Brochures & sales materials
- Typography
- Product branding & style guides
- Product CAD rendering
- Web Design
- Illustration
- Logo creation
- Mock-ups and presentations for packaging



## References

### Tim Rowberry Co Founder of TML Studio, Inc

Salt Lake City, Utah (801) 703-4446 tim@tmlstudios.com

### Cameron Payne CPG General Manager, HandStands®

Salt Lake City, Utah (801) 727-1311 cpayne@HandStands.com

### Theresa Adair Print Supervisor, Salt Lake Community College

Salt Lake City, Utah (801) 957-4272 theresa.adair@slcc.edu



## Education

Associate of Applied Science  
Visual Art and Design  
with Animation  
emphasis  
Salt Lake Community  
College GPA 3.77



## Software Proficiency

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe After Effects

Adobe Flash

Maya

Keyshot

3D Studio Max

Microsoft Office Suite



## Achievements

2012 Skills USA National  
Champion

2012 Graduate of Excellence  
Recipient, SLCC

Work featured in  
Animation Magazine™  
(May & Jun 2013 editions)