

Gabe Sventek

graphic designer

Skills I work in everything from web to print to mobile. I am an advanced Adobe CS user including Photoshop, Illustrator and Dreamweaver. I code using a mixture of [HTML5](#), [CSS3](#) and [jquery](#).

I have significant [management](#) and [Art Direction](#) experience as well as a dedicated understanding of the technical requirements and limitations of today's interactive media.

Work [UI/HUD Artist](#)
Total Immersion, Los Angeles, 2009 to 2013
I created mockups and final production ready [UI](#) and [HUD designs](#) for mobile applications, augmented reality web apps, [interactive kiosks](#) and video game front ends.

[Lead Artist](#)
Greyscale Software, Los Angeles, 2008 to 2013
I designed and implemented all art duties including [corporate branding](#), logo creation, [mobile interface design](#), sprite animation and visual effects.

[Art Director](#)
LeadClick Media, San Francisco, 2004 to 2006
I led and managed 3 artists and reported to the VP of marketing and the CEO. I designed and prototyped hundreds of eblasts, [landing pages](#) and [web portals](#).

[Lead Artist](#)
Ximon, San Francisco, 2003 to 2004
I created all art assets including logos, branding packages, corporate presentations, [print campaigns](#), package design including [dielines](#), advertisements, websites and [eblasts](#).

School [Bachelor of Fine Arts](#)
Academy of Art University of San Francisco, 2001 to 2005
[Drawing](#), and Sculpture, [Animation](#) and 3D Modeling.

University of California at Santa Cruz, 1995 to 1998
Art, [Typography](#), Stage Craft, and Music Production.