



Josh Lanphear

Phearhead.com · Hey@Phearhead.com · 909.510.9502

I create and design visually striking and beautiful graphic art in a wholly unique fashion, be it a personal passion project, or large-scale, commercial client.

Proficiency

- Adobe Creative Cloud [Photoshop, Illustrator, InDesign, Premiere Pro, After Effects]
- Microsoft Office Suite · HTML/CSS · Wordpress · Social Media Marketing

Experience

Freelance Projects

08, 2009 – PRESENT

- **Call of Duty League:** Graphic and Motion Design, as well as video editing for the Activision Blizzard e-sports league supporting Call of Duty: Vanguard.
- **Skybound Games:** Graphic and Motion Design, video editing for the video game publisher working with Award-Winning IP such as the Walking Dead, AAA title The Callisto Protocol, and indie games Gang Beasts, and The Big Con.
- **Donut Media:** Planning, Storyboarding, and Graphic and Motion Design for the Automotive-focused YouTube channel that features 6 million subscribers.
- **GoldieBlox:** Digital and Motion Graphic Design for the STEM-focused toy company and their online digital video series that sparked collaborations with Nike, BIC, Sony, and Warner Bros.
- **Heatvision Entertainment:** Branding, Digital, and Web Design, as well as Audio Production, Editing, and Writing for podcasts encompassing several industries and genres.

Visit my website for additional projects. – **Phearhead.com**

Autobahn Auto Group, Chandler, AZ – Senior Graphic Designer

09, 2013 – 05, 2021

- Created and oversaw the launch of brand specific advertising campaigns for Award-Winning luxury and entry-level vehicles, and features across four simultaneous brands consisting of email marketing, direct mail, digital, broadcast television, and SEO/SEM.
- Created, from the ground up, a complete branding launch package for a fourth and fifth, high-end luxury automotive brand utilizing stringent brand guidelines (Porsche and Audi).
- Worked closely with four distinctly different automotive corporations to ensure brand consistency during large-scale brand transitions, as well as global product launches.

Neptune Trading, Ontario, CA – Creative Director

03, 2012 – 10, 2013

- Redeveloped and maintained a cohesive visual style amongst all 10 brands within the Neptune umbrella. This includes entirely new branding, landing pages, and packaging for all brands.
- Completely developed a new product catalog utilizing the entire 3,600 item product catalog within the company. Required re-taking high quality photographs of the entire inventory, strategically placing within Adobe InDesign, ending with a finished 208-page product catalog.
- Maintained high quality photographs of new item shipments from International distributors, while ensuring same-day “Sales Flyers” for Account Executives and Customers.
- Developed technical ideas for new product designs and Replica “Licensed” properties for high-level Entertainment franchises.

ProGamer, Venice, CA – Creative Director

01, 2008 – 03, 2009

- Designed, from the ground-up, a complete social media experience for “Gamers” to interact with one another using completely proprietary systems, and one of the earliest online video player experiences.
- Partnered with SHARP electronics and several professional Esports teams to create a massive 25,000+ attendance user experience at the 2008 E for All Expo.
- Developed branding and marketing campaigns for many high-level Esports teams that included team jerseys, apparel, and merchandise.

Education

Graphic Design – The Art Institute of California, Hollywood

01, 2008 – 12, 2009

Please call for references. – **909.510.9502**