

Dave Niehaus
illustrator/designer
St. Louis, MO

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DaMNC'OLT

Resume

studio



Qualifications

In the various positions I have held over the course of my career, being able to create “on the fly” has been an essential key towards completing projects on time and within budget. A sensitivity to the clients needs, both expressed and unexpressed, has also been characteristic of my work.

My graphic experience covers a wide range of media and situations. My portfolio contains extensive examples of work in traditional media and imagery of the digital variety, as well as a merging of the two.

Having worn a variety of hats throughout my career, I have a thorough working knowledge of production, photography, design, illustration, and the thought processes that integrate them into a finished product.

Work History

2003-Present **Freelance Illustrator, Designer, Graphic Artist**

Have worked on various freelance/contract projects, including illustration/design for **Lightplay Studios** and **Lucas Design**, environmental art for the **St. Louis Zoo**, product design/production work/illustration for **MagicQuest, Inc.**, tech design for **May Merchandising**, layout/production/illustration for **Sporting News**, illustration and retouching for **Bradford Exchange**, and illustration for **Elan Polo** and **XPlane**.

1995-2002 **Product Designer/Illustrator, Trendmasters, Inc.**

Responsibilities included all aspects of creating a product on paper, from actual conceptual work to assembly drawings and tool plans. Helped to design characters for the **Extreme Ghostbusters** TV show as main designer for toy line. Did same for **War Planets** line. Concepted and illustrated various **Christmas** and **Halloween** items. Concepted designs for **Rumble Robots**, **Rumble Cars**. Did extensive design and illustration for **Gladiators**, a fighting robots toy with a classical twist. Also worked on licensed items such as **Tarzan**, **Gumby**, **Independence Day**, **Mars Attacks**, **Battlefield Earth**, **Lost in Space**, **Godzilla**, and **Iron Giant**.

1983-1994 **Freelance Illustrator and Photo-Retoucher**

Retouching was in airbrush. Did major reconstructive work on c-prints for various clients (**Anheuser-Busch**, **Adamson Advertising**, **HOK**, **Hughes Advertising**, **Kenrick Advertising**, **DMB&B**, et. al.) Illustration was in various media, including airbrush, watercolor, acrylic, and computer graphics, for various clients (including, **Hughes Advertising**, **Waylon Co.**, **Dierbergs**, **Ralston Purina**, **Robert Falk Design**, et. al.)

Education

BFA in Commercial/Fine Art, Columbia College

Computer Skills

Photoshop, Illustrator, Graphite, Quark Xpress, and Excel. Currently studying Dreamweaver

Classic Skills

I work in most traditional media, including oil, acrylic, gouache, ink, pencil, airbrush, markers, and sculpture (oil clay and supersculpey).