

# the Art of Ryan Jenkyns



GRAPHIC DESIGN • ILLUSTRATION

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ADOBE  
PHOTOSHOP



ADOBE  
INDESIGN



ADOBE  
ILLUSTRATOR



ADOBE AFTER  
EFFECTS



ADOBE  
PREMIERE



ADOBE  
ANIMATE



MICROSOFT  
OFFICE

VIEW MY PORTFOLIO

## ABOUT ME

I am a highly-motivated, friendly and collaborative designer and artist, with a keen eye for problem-solving. In my 14+ years of professional creative experience, my work has included photo-retouching, logo design, illustration, web design, animation and developing brand identity.

In my most recent role at the **Academy of Contemporary Music**, I proved my ability for creating clean engaging professional work for a larger business with an established brand. At **Red Candy UK**, I was able to develop my creative range, and build upon my illustrative and animation skills within an e-commerce environment. My dedicated work for world-famous comic book retailer **Orbital Comics** helped win a prestigious **Eisner Spirit Award** at 2016's San Diego Comic Con, boosting the international market for the company.

And in my spare time, I design my own range of superhero costume patterns under the alias **Frontier Costuming**, which now has a strong decade-long following in the international cosplay community.



## FULL-TIME EXPERIENCE

### ACM - ACADEMY OF CONTEMPORARY MUSIC

#### GRAPHIC DESIGNER | October 2022 - Present

I was one of the initial hires for the revitalised Marketing Department of this award winning multi-campus academy. My key responsibilities in this role were the development of brand assets, production of promotional assets for both open days and special live music events, the creation of a revitalised prospectus, and assisting in the editing of video content.

Alongside these outward-facing assets, I was also responsible for curating content toward the attending students - creating an easy-to-follow extra-curricular timetable for campus screens, promoting ongoing workshops and upcoming special events through still and animated slides. My role has also involved supporting the faculty and administrative staff with additional graphics, including artwork for the Chairman's presentations, departmental newsletters, and signage for waste management.



## FULL-TIME EXPERIENCE

### RED CANDY UK LTD

#### GRAPHIC DESIGNER & ANIMATOR | March 2021 - September 2022

Primary responsibilities include the retouching and curation of product images, and the design and publishing of 3-4 unique marketing emails every week (many featuring animated elements).

Not only has this given me the practical experience of process multiple large-scale projects simultaneously, and the opportunity to work directly with others in a dedicated marketing team, but also the skills to prepare graphics-centric email templates in both Mailchimp and Klaviyo. Other duties included content creation for social media in both static and video format, development of brand documents and original assets, regular updating of website graphics, creation of original packaging art, and a range of other one-off tasks.



## FULL-TIME EXPERIENCE

### ORBITAL COMICS

#### IN-HOUSE GRAPHIC DESIGNER & EVENTS COORDINATOR | March 2012 - November 2019

Established in 2001, Orbital Comics was London's landmark independent comic book store. I had the pleasure of joining the team in 2012, and soon became credited as their first ever dedicated **In-House Graphic Designer**.

Responsibilities included the design and fabrication of all in-store artwork and retail displays, promotional posters and merchandise, online campaigns and the occasional filming and editing of video content. My role often required adapting to compliment the brand identities of the various comic and film properties, as well as illustrating original artworks for more unique events.

Through my creative contributions, Orbital Comics was awarded a prestigious **Eisner Award** in 2016, under the category **"The Spirit of Retail"**, which further cemented its excellent reputation within the international comics community.

I would later be given the added responsibility of **Events Coordinator**; communication directly with clients, talent and agents to host signings, events and exhibitions in Orbital's famous dedicated gallery space.



## FREELANCE

### FRONTIER COSTUMING

#### 2011-present

Frontier is my own freelance venture, creating custom costume pattern files for the cosplay community. My patterns are designed to be printed using dye-sublimation techniques, which have been used in the past by film studios to print detailed and colourful fabric patterns, and is now a more affordable process for hobbyists to achieve high-quality costumes. Design works has ranged from reproductions of popular movie and comic characters, to more bespoke original creations.



## FREELANCE

### COMIC BOOK ARTIST

#### 2016-present

As an independent artist, I've combined by animation training and passion for the comic book medium, illustrating and self-publishing my own independent comic book titles, "Jante Protocol", "Whiskers McFadden" and "Forged". My comics and prints have sold well at conventions across the country, and I've developed a modest following. I have also been approached by representatives from Lego and Phoenix Comics to provide artwork test samples.



## FREELANCE

### HEROES ALLIANCE UK

#### 2008-2018

In this voluntary position, I provided a wide range of graphics assets for a childrens' charity fundraising group. Heroes Alliance raised money in support of charities, including Make-A-Wish UK and Great Ormond Street Hospital, by dressing in superhero costumes and interacting at public events. Items produced for the group have included logos, banners, backdrops, flyers, badges, and stickers.



## FREELANCE

### MARSHALL CAVENDISH

#### 2008

I was commissioned as an independent artist to create a set of illustrations for the book "An Opera Miscellany" by Classic FM producer Robert Weinberg. Artwork included headers, icons, borders and caricatured portraits.

## EDUCATION

### FOUNDATION DEGREE - ART & DESIGN (2004-2005)

#### University for the Creative Arts, Epsom

Training in a wide range of varied skillsets with the creative arts - including photography, fine art, digital design, film-making, reprographics and animation.

### BA HONS - ANIMATION (2005-2008)

#### University for the Creative Arts, Farnham

Principle studies included; animation principles and techniques, group work and independent study, audio recording and editing, video editing, storytelling through cinematography, animation history and theory, and 2D and 3D computer animation.