

# YANNI DAVROS

Portfolio URL [ [yannidavrosart.com](http://yannidavrosart.com) ]

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## Education

### Savannah College of Art and Design

Savannah, GA, Sep. 2006 - June 2010 Bachelor of Fine Arts, Sequential Art  
Minor: 3D Computer Animation (Completed 2008)

## Experience

### J!NX Inc.

Illustrator / Graphic Designer - Sep 2015 - May 2017

Produced artwork for apparel and posters under license for Blizzard Entertainment, Mojang, Microsoft Game Studios, Valve, and CD Projekt Red.

### Great Lakes Publishing

Graphics Designer - Oct. 2014 - Oct. 2015

Created page layouts and advertisements for regional magazines.  
Also created the interactive versions for phones and tablets.

### Jakprints

Graphic Designer at - Nov 2012 - October 2014

Created artwork for clients to help them build their brands through apparel, sticker, paper, and large format printing.

### Cuyahauga Community College

Adjunct Art Faculty at , Jan. 2013 - Oct. 2015

Taught students about the fundamentals of Adobe Illustrator and Photoshop.

## Contracts

2D Game Artist (on-site contract) at Large Animal Games, under license by Ubisoft and Universal Studios. April 2012 - May 2012

Illustrator (off-site contract) for Zharmae Publishing Press, July 2011- Present

Game Artist (off-site contract) at Backflip Studios, July 2012 - Sep. 2012

Game Artist (off-site contract) at Reanimated Games Sep.2012- Sep. 2013

Illustrator (off-site contract) at Ambush Alley Games, Aug. 2012 - Aug. 2013

Illustrator (off-site contract) for LVLUP.com, March 2012- April 2012

Concept Artist (off-site contract) for Diabound Studio, May 2011- July 2011

Illustrator (off-site contract) for Nerdstomper.com, Sep. 2010- May 2011

## Awards + Recognitions

Graduated Cum Laude form Savannah College of Art and Design, 2010

Combined Honors Scholarship, Savannah College of Art and Design, 2006

Portfolio Scholarship, Maryland Institute College of Art, 2006

Imagine FX Magazine.com's Featured artist June 4th 2009

Eagle Scout [Highest Rank], Boy Scouts of America, 2005

## Publications + Commissions

The Irony of Survival, novel cover artist, Zharmae Publishing Press, 2013

Ends of Man, novel cover artist, Zharmae Publishing Press, 2011

Time Quest, novel series cover artist, Zharmae Publishing Press, 2011

Featured Artist write-up in ImagineFX magazine Issue #81

## Skills

### Art and Design

Fine Arts Foundations  
Drawing and Rendering  
Color Theory  
Anatomy  
Character Design  
Vehicle Design  
Environment Design  
3D low-poly Modeling  
Keyframe Animation  
Typography  
Wacom Cintiq  
Custom Brushes  
Page Layout  
Logo Design

## Software

Photoshop  
Illustrator  
InDesign  
After Effects  
Premiere  
Maya  
3D Studio Max  
Microsoft Office  
Mac OSX  
Windows 10