

CHRISTOPHER KALLINI

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[LinkedIn](#) • chris@kallini.com • *Portfolio:* Kallini.com

QUALIFICATIONS PROFILE

Innovative graphic designer, gallery director, and concept creator. Possesses dynamic artistic vision and a versatile ability to contribute to idea development. Self-motivated professional; multi-tasks comfortably and consistently completes tasks on schedule and within budget. Personable colleague with exceptional written and oral communication strengths; enjoys contributing to collective goals. Maintains skillset and computer software abilities through ongoing awareness of trends and enhancements. Experience developing character and prop design concepts from thumbnails to finished products. Strives to inspire and inform through unique creations. Knowledgeable of publishing processes through work with major book projects and prominent industry clients.

Areas of Expertise:

- Creative Direction
- Digital Illustration
- Branding Materials
- Graphic Design
- Client Relations
- Microsoft Office
- Adobe Photoshop
- Adobe InDesign
- Adobe Illustrator
- Adobe Acrobat
- Adobe Bridge

PROFESSIONAL EXPERIENCE

Galerie 255 – Palm Beach, FL

Gallery Director (2019 to Present)

Coordinates and manages daily operations—opening and closing—of gallery. Aligns priorities with owner requests and through client and vendor communications. Performs minor modifications to website backend, as needed. Monitors inventory and sales activity. Maintains organization’s artistic policies and exhibitions.

Key Achievement:

- Interfaces between owner and high-end clients to ensure optimum interactions and experiences.

Kallini.com – Delray Beach, FL

Graphic Artist (2001 to Present)

Manages independent client projects from concept to delivery; liaises regularly for updates, details, and direction. Produces a range of corporate branding materials and print publications (flyers, brochures, graphic

novels). Creates illustrations, spot graphics, and designs in digital (raster and vector) and traditional media form.

Key Achievements:

- Maintained productive client relations, progressive output, and steady referrals for 20 years, for projects ranging from illustrations to logo designs and business card development.

Sample Projects:

- Square Enix's [FFVII World Preview Art Book](#) - English localization for Penguin Random House – New York, NY
- [Machine of Death Card Game](#) - Card Layout/Design
- [Machine of Death \(Disposable Edition\)](#) - Paperback anthology layout
- ["Friends You Can Ride On" \(Wondermark Volume 5\)](#) - Trade paperback layout

VIZ Media – San Francisco, CA

Designer, Independent Contractor (2017 to Present)

Designs content and imaging; organizes layout for trade paperback books and related materials. Establishes concepts; aims to communicate project ideas, inform, and inspire through visuals.

Key Achievement:

- Translated webcomic "Homestuck" —a multi-media project with seven separate published volumes to date—into [print format](#). Transformed unique experience into print (with no original reference pages/panels), based on an animation and interactive game sequence origin. A complex creative endeavor.

IDW Publishing – San Diego, CA

Designer, Independent Contractor (2015 to 2016)

Provides leadership in design and layout of trade paperback books and related documents. Creates visual products to convey messages including reports, marketing, and communication materials.

Key Achievement:

- Completed layout of enormous omnibus project "[25 Years of Tomorrow](#)," a dedicated year-long process.

All America Internet / Worldnet Technologies – Pompano Beach, FL

Web Designer, Intern

Completed overflow projects for main web design team. Trained in client relations, teamwork, and office-based design protocols. Assisted in troubleshooting issues. Updated content, edited posts, and managed graphics.

EDUCATION & TRAINING

Bachelor of Fine Arts in Graphic Design | Florida Atlantic University – Boca Raton, FL

CG Master Academy:

Analytical Figure Drawing (*Michael Hampton*) • Art of Color and Light (*Ryan Lang*) • Character Illustration for Film (*Bjorn Hurri*) • Digital Painting • Dynamic Sketching 1 & 2 (*Peter Han*) • Environment Sketching (*Phil Dimitriadis*) • Fundamentals of Character Design • Head Drawing and Construction (*Michael Hampton*) • Intro to Character and Creature Design • Perspective (*Polina Hristova*)

Scott Eaton:

Anatomy for Artists • Portraiture & Facial Anatomy for Artists