SLIMM FABERT // ILLUSTRATOR // KANSAS CITY, MO

(785)501-8115 // slimmercat@gmail.com // sveltte-art.com

EDUCATION

Kansas City Art Institute // Illustration (BFA) // Class of 2016 // 3.384 GPA

SUMMARY

// I am an illustrator with a background in comics, both digital and traditional painting, and commercial illustration. My past clients include KCAI, the American Jazz Museum, Lead Bank, and the Coterie Theatre. I work well on my own or as part of a team, I take direction well, and I enjoy opportunities for challenging work. I am always looking for ways to work more efficiently and tie up loose ends that others might overlook. Anything I don't know, I can learn quickly, and I'm happy to do off-the-clock research to expand my skills.

EXPERIENCE

Disk Checker, Image Editor // Herff Jones

Edwardsville, KS // Nov 2016-May 2017

// Hired to work in publishing pre-production, which primarily consisted of editing and re-formatting yearbook pages for print, but also included image editing, proofreading, contacting customer service reps, and some post-production fixes. Consistently performed above quota expectations and found solutions to problems that senior employees did not have the resources to solve themselves.

Freelance Graphic Designer // Manifest Chocolates

Kansas City, MO // May 2016-Aug 2016

// Hired by Manifest Chocolates to rebrand their vegan chocolate bars and YAAAS! CREAM vegan ice cream. Developed concepts for packaging for seven different flavors of chocolate and nine flavors of ice cream, including logotypes, web graphics, and cartoon mascot designs for each ice cream flavor.

Freelance Illustrator // Boom Studios

Kansas City, MO // April 2013 - Aug 2017

// Hired by Boom on a freelance basis to create cover illustrations for Adventure Time, Candy Capers, and Lumberjanes, as well as a 10pg interior for Adventure Time's 2016 Halloween Spooktacular.

AWARDS & SHOWS

GROUPSHOW_1.JPG // Gallery Show // 2016

// A student-organized gallery show for the KCAI Illustration Department for a selection of seniors in the class of 2016.

Eisner Scholar Award // Nominee // 2015

// An award given by the Society of Illustrators NYC to junior-level students who show exceptional skill in the creation of sequential art and comics.

Illustration NOW! // Gallery Show // Dec 2014

        // Exhibition of student work, curated by KCAI Illustration Department faculty.

PUBLICATIONS & PARTICIPATION

KC Studio // Publication // Sept-Oct 2016

        // Art reprinted in KC Studio, Kansas City lifestyle/arts-and-culture magazine, alongside other student work as part of a story about MICRO and the KCAI Sponsored Studio program.

Strange Horizons // Publication // July 2016

        // Artwork reprinted in Strange Horizons, a science fiction/fantasy magazine.

MICRO KCAI // Organization // Fall 2015-Spring 2016

        // An design collective of KCAI Illustration students, working within the Kansas City community to create freelance work for local businesses and build professional relationships between students and clients. Responsibilities included creating and maintaining the group's website (http://microdotcom.com/), creating presentations to share work with clients, and ensuring all work was visually-consistent and prepared for print. Client list includes the Coterie Theatre, Lead Bank, American Jazz Museum, and KCAI.

KCAI Illustration Committee // Organization // Fall 2015-Spring 2016

        // A student organization made up of senior students working together to improve the department before graduation, through the acquisition of equipment and supplies, the creation of informational demonstrations and infographics, and organization/promotion of student gallery shows.

SKILLS

        // Highly proficient in digital media, including most-recent versions of Photoshop, Illustrator, and InDesign. Experience with a variety of traditional media, including graphite, pen and ink, marker, gouache, and oil paint, as well as integration of traditional and digital workflows for creating illustrations, paintings, animations, and comics.

        // Proficient in visual concept development, including character design, environment design, graphic design, packaging, and development of brand/visual identity.

        // Knowledge of fundamentals for various other relevant disciplines such as typography & hand-lettering, animation, CSS/HTML coding, 3D modeling, propmaking, costume construction, bookbinding, publishing pre-production, proofreading, and traditional & digital printing processes.

        // Can write copy, create presentations and artist statements, and interface with clients as needed.

REFERENCES

Rod Barker // Pre-Production Lead Supervisor, Herff Jones

        // (913)422-2400 ext. 1426

Whitney Leopard // Boom Studios, Editor

        // wleopard@boom-studios.com

David Terrill // Professor, KCAI

        // dterrill@kcai.edu