Craig A. Hamilton

"The greatest risk to progress is fear"

itscraigh@gmail.com

Summary

I create visuals as original "ART-ifacts", as product, brand, and/or trademark. I create original images, that are sold as hand-crafted products for home that aim to inspire and elevate. Blending analog and digital methods into a unique creative process, the art are graphic images, specifically for covers, logos, and other trademark assets.

For prospective clients and avid followers, contact me via network or visit my website www.artistcraigahamilton.com

Experience

Imagemaker at FloatingMars

2010 - Present (6 years)

Illustration, Industrial design, Graphic design, Intellectual property development, concept design, and visualization.

Analog and digital imagecraft (draftsman) for media publication, branding, and multimedia distribution.

Mission Statement:

To lead, aid, and support the industry of the world, by means of design, as a creative developer. I create per capita.

Mission Proverb:

"Our ambition is the ambitions of many."

Retail Sales at The Art Institute of Chicago

August 2012 - January 2013 (6 months)

The Art Institute of Chicago provides among the finest collection of high art and historically prominent works from globally profound artists and craftworkers. Their collection spans an great history of art and welcomes guests from every corner of the world. In their museum shop, where I worked as retail operations and assisted customer service for sales checkout, various products featured master works from the museum's collection and promotions were in effect for special events.

Throughout my work experience, I began to lead SKU inventory replenishment for departments, developed new product visuals and sales display layout to best increase sales, and operated cash register services (cash wrap) at customer checkout points.

Retail Associate at Quiksilver

March 2012 - September 2012 (7 months)

Quiksilver, Inc. is a fun and youthful company about active apparel and products for extreme sports enthusiasts alike. I enjoyed their image and closely related to their culture, that I joined the retail sales team and became a brand ambassador for their lifestyle brand. Much of their in-store experience revolves around promoting the products through lifestyle endorsement, and I too became a customer, immersed in the appeal of their great products.

Throughout, I provided customer service to international clientele, delivered excellent sales support, and processed SKU stock inventory for sales floor and promotional visuals as needed or directed by corporate management.

Retail Agent at Detroit Institute of Arts

January 2011 - May 2011 (5 months)

The wonderfully enchanting Detroit Institute of Arts features a leading collection of fine art and historically promenent works from globally recognized artists, like masterful sculptor Auguste Rodin (c. 1917) and Albrecht Dürer (c.1528). Their museum shop, where I was employed, provided customer service and support for museum patrons, occasionally served as an information guide directory during exhibitions, as well floor sales support for special functions. I managed a cash register for checkout sales and stock inventory for the floor displays.

The DIA features a website online that post information on location events, promotions, and product merchandise related to the museum's collection. I managed online web sales, done for diashop.org, through SKU inventory, as well designed digital assets used for seasonal promotion events.

Mac Specialist at Apple Retail

May 2010 - October 2010 (6 months)

I loved working for the greatest retail store in the world. Everything about Apple Inc attention to detail, from their digital products and outstanding customer services, radiates throughout their store locations as well as their store environments; Our expectations were of the highest standards in quality, with a very open approach that welcomed forward-thinking creativity.

I assisted customers, business clientèle, and network partners with industry-leading, luxury-class, highend technology products. Providing tutorials, a combination of building customer service relations for prospectors and technical support for our products, throughout daily customer interactions were face-to-face, deeply personal, and hands-on. Supported retail operations for product launch of the 1st generation iPad, 4th generation iPhone 4, 2nd generation Apple TV, 3rd generation iPod Touch, 4th generation iPod Nano, OSX Snow Leopard, 3rd generation iMac, 3rd generation Mac Mini.

Digital Materials Proctor at College for Creative Studies

September 2007 - January 2009 (1 year 5 months)

This project I lead software development and support for an independent CMS digital archival system for Industrial Design and Illustration Department. For the department I created digital assets for web elements, digital retouching for photo material used online. My daily tasks mainly were to organize, sort, and file a vast student exhibition catalogue for digital publication.

Mac Specialist at Apple Retail

June 2007 - August 2008 (1 year 3 months)

I loved working for the greatest retail store in the world. Everything about Apple Inc attention to detail, from their digital products and outstanding customer services, radiates throughout their store locations as well as their store environments; Our expectations were of the highest standards in quality, with a very open approach that welcomed forward-thinking creativity.

I assisted customers, business clientèle, and network partners with industry-leading, luxury-class, highend technology products. Providing tutorials, a combination of building customer service relations for prospectors and technical support for our products, throughout daily customer interactions were face-to-face, deeply personal, and hands-on.

During this period, I directly assisted personal and business customer sales for the rated BEST RETAIL in the Southeast region, provided in-depth device technical support rated with high esteem, and provided new product demos and offered software training to new clientele.

Supported retail operations for product launch of the 1st generation iPhone, 1st generation iPod Touch, 3rd generation (Aluminum) iMac, OSX Leopard, 2nd generation iPhone 3G, 1st generation Apple TV.

Intern at The Moore Space

2005 - 2007 (2 years)

The Moore Space (2001-2010) was a modern art exhibition space located in Miami's downtown Design District. The space held host to many various exhibitions designed to suit throughout for global artists and cultural performances. Between my studies, I was on call for their weekly shows and on occasion, for their exhibition opening nights. During work hours, I assisted in unpacking, installation, construction of exhibitions, event promotion, and became a liaison for patron relations.

I had the amazingly impressionable opportunities to interact with such international artists as Hernan Bass, Guillermo Calzadia, Carlos Sanchez, and Jeppe Hinz. Eventually, I had an opportunity to participate in a gallery function, as part of a immersive outreach for the local community youth, constructed an environmental art piece as Student participant in Art Basel 2007 exhibition that was held on site, for the duration of the show.

Intern at Institute for Educational Advancement

2006 - 2006 (less than a year)

The Institute of Educational Advancement is a national non-profit Summer program, geared toward high school students and incoming college freshmen, creating lasting mentorships and experiences that for many introduce a devoted career in design and production. I attended IEA, via Art Center of Design in Pasadena California, as a student design intern for Quiksilver Inc. Throughout the course, I lead conceptual design for next-generation surf products, developed design proposals, and briefs for executive clients. For my final presentation, I designed interpretive proof models for presentation.

Throughout the program, I collaborated with other student mentors, under tutelage of Stan Hong, Andy Ogden, and Michael Holbrook.

Education

College for Creative Studies

Bachelor of Fine Arts (BFA), Illustration, 2007 - 2010

Grade: 3.1

Activities and Societies: IDEA of America, Interdisciplinary visual arts

Design and Architecture Senior High School Industrial Design, 2-D Design, Art, 2003 - 2007

Grade: 3.2

Activities and Societies: Industrial Designers of America

Languages

Japanese (Elementary proficiency)

Spanish (Limited working proficiency)

Skills & Expertise

Adobe Creative Suite

iWork

Microsoft Office

Microsoft Word

Mac OS X

Woodworking

3D Modeling

SketchUp

Drawing

Industrial Design

Product Development

Product Design

Graphic Design

Design Theory

Process Consulting

Concept Design

Concept Development

Creative Strategy

Creative Services

OS X

Illustrator

Photoshop

InDesign

Illustration

Mac

Sketching

Graphics

Painting

Art

Social Media Marketing

Digital Marketing

Storyboarding

Logo Design

Digital Illustration

Art Direction

Layout

After Effects

Creative Direction

Branding & Identity

Typography

Image Manipulation

Rendering

Screen Printing

Vector Illustration

Posters

Visual Communication

Model Making

Adobe Acrobat

Web Design

Design Strategy

Honors and Awards

Scholastic Art Award, Silver Key

Interests

Drawing and sketching, painting, designing creative solutions for everyday routines. I enjoy most helping others and working in teams to accomplish large project goals. I'm very interested, not only in the possibility to work in an exciting environment, but in an exciting environment with other team members and fellow creatives. Working with customers/clients, interacting and communicating concepts, and collaborating in a team are of some my best working environments. Deadlines and stress are some of my best working conditions. Ingenuity and resourcefulness are what I use to get through. Ambition and determination are what keeps me going.

Publications

RAW Artists.org

www.rawartists.org/craigandrehamilton May 22, 2014

Authors: Craig A. Hamilton

A global online network of creative designers, visual artists, photographers, and developers, that exhibit the finest quality of high art forms open to the public.

"RAW:natural born artists is an independent arts organization, for artists, by artists."

We're an international community made up of creative individuals across the globe.

Our mission is to provide independent artists within the first 10 years of their career with the tools, resources and exposure needed to inspire and cultivate creativity.

We welcome all genres of art including independent film, fashion, music, visual art, performing art, hairstylists, makeup artists and more.

We encourage the creative success of the many visionaries and storytellers of our generation."

Organizations

Image Makers Guild

Founder

May 2007 to Present

Projects

DETROIT SERIES

December 2011 to Present

Members:Craig A. Hamilton

The legacy of creativity and triumph in Detroit, througout historic past, dynamic present, and the austerious future. Each set in this series describe Detroit's history in series of 7 pictographic compositions detail a statement of Detroit's character throughout the age. Each set poetically spelling out "D-E-T-R-O-I-T", as too, how the city itself is seen at a distance.

Volunteer Experience

Community Organizer at Unite Detroit

August 2010 - January 2011

Community action, social studies, and civil rights.

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10 person has recommended Craig A.

"I've always admired and been intrigued by Craig's creativity and audacity. I'm curious to see what he does in future!"

— Alexander Robbie, studied with Craig A. at College for Creative Studies

"A brilliant mind, Craig seems to effortlessly put it on paper like nothing else. A terrific guy that in the realms of illustrating, music composing and industrial design."

— Gopi Thambirajah, studied with Craig A. at College for Creative Studies

"Craig is one of those artists that is a perfectionist in his craft. An excellent draftsman and concept artist. I use his drawings as an example for other students to show them the process for conceptualizing their work. I would highly recommend Craig without reservation."

— Casey Wise, taught Craig A. at College for Creative Studies

"Craig is fueled by a strong dedication and passion to his craft. He is a creative thinker and a leader with a contagious effort to lend a helping hand."

— Edward Cox, studied with Craig A. at College for Creative Studies

"I don't even know why this guy needs a recommendation. His talent speaks volumes. Craig has an amazing body of work and an inherent knack for sketching. If you want a crazy, out-there, big thinker with power behind their art, I'd say Craig is your guy.:)"

— **Brandi Keeler**, studied with Craig A. at College for Creative Studies

"Craig is not only an artistic inspiration for projects, he's also an awesome and efficient designer. His ideas, energy, and attention to detail make him a creative power house for any project or design initiative."

— Aaron Timberlake, studied with Craig A. at College for Creative Studies

"Craig has to be one of the MOST TALENTED designer/artist I know. His IMAGINATION and CREATIVITY is really one to envy. -- Astin L. Davis"

— Astin Davis, studied with Craig A. at College for Creative Studies

"I have been a working artist and designer for over 35 years now, so obviously I have seen a great deal of artwork. I consider Craig's work in the higher echelons of intrinsic talent and creativity that I have witnessed over that span of time. It's fun, gifted and insightful, inspiring and purposeful...just great stuff!"

— Michael Johnson, studied with Craig A. at College for Creative Studies

"Craig is a passionate, motivated artist and designer. He is confident but humble, and can impart his confidence on others."

— Victoria Samra, studied with Craig A. at College for Creative Studies

"Craig's work is amazing and thought provoking. He's energy carries and his ability to articulate is unmatched visually and verbally is unmatched."

— Kenneth Roberts, studied with Craig A. at Design and Architecture Senior High School

Contact Craig A. on LinkedIn