

Dana Townsend

PORTLAND, OR

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EDUCATION

Bachelor's degree in design from Portland State University

SKILLS

Publication design
Layout
Illustration

Information design
Copywriting
Cover Design

EXHIBITIONS

Be Honest

Spring 2018
Weiden & Kennedy

Be Honest

Spring 2020
Online event

FRESH

Spring 2020
Online event

EXPERIENCE ✦

VANGUARD LEAD DESIGNER

Weekly publication PSU Vanguard
April 2019–June 2020

My role at the vanguard was to work alongside the creative director and meet with the rest of the newsroom to develop design directions and editorial illustrations for that week's issue. We ran on a Friday–Monday schedule with a four-person design team, and during the average week my duties included:

- ✦ Page layout
- ✦ Editorial illustration
- ✦ Cover design
- ✦ 2–4 comic strips

ART AND DESIGN MENTORING

Friendtorship and Juvenile Justice
January–August 2019

In these programs we used art and design with at-risk teenagers in alternative schools and juvenile detention facilities to build relationships and support their goals, including gaining credit towards a high school diploma. We taught design principles, career paths, work ethic, and self-esteem.

FREELANCE GAME DESIGNER

November 2018–February 2020

A growing market exists of people who want to play tabletop roleplay games but aren't interested in the volumes of lore and rules of existing commercial games, nor do they want to write their own story. I wrote the story, instructions, simple rules, and designed the materials and system for commissioners who wanted something of their own to easily play with friends.

References available upon request