

RANDY DELVEN

CONTACT

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randydelven.com/portfolio

PROFESSIONAL SUMMARY

A Lead Graphic Designer and Prepress Manager with 8 years of experience in the tabletop gaming industry, proficiently combining artistic expertise with technical acumen to create visually captivating and print-ready game components. Excited to embark on fresh design challenges and take on additional responsibilities in order to create compelling and immersive game experiences.

WORK EXPERIENCE

Lead Graphic Designer

Wise Wizard Games - Worcester, MA - July 2015 to Present

- Developed and maintained the visual style guide for tabletop games, with a focus on ensuring a cohesive design and brand consistency throughout all game materials.
- Created eye-catching product boxes, cards, game boards, rulebooks, and other game components. Focused on exceeding customer expectations in terms of quality, enjoyment, and experience.
- Provided mentorship and guidance to a team of graphic designers, ensuring consistent quality and design across all our gaming components.
- Managed multiple projects simultaneously, prioritizing tasks and delegating responsibilities to the design team as needed.
- Participated in playtesting sessions to provide insights into the visual elements' impact on gameplay and user experience.

Pre-Production Manager

Wise Wizard Games - Worcester, MA - July 2015 to Present

- Collaborated with the development and design teams to ensure all design files were print-ready and met industry standards.
- Produced high-quality print-ready graphics, adhering to technical specifications and standards for efficient production and minimizing printing errors.
- Conducted quality control and ensured the final printed materials met the highest production standards.
- Worked with printers, manufacturers, and vendors to ensure the successful production and timely delivery of game components.

Web Developer

Isca Design Studio - Oswego, NY - June 2014 to May 2015

- Designed and developed web sites for internal and client use.
- Implemented web solutions for clients using HTML, HTML5, CSS, CSS3, and Wordpress.
- Manipulated images for usage for the web.
- Created and developed user experiences across multiple devices (mobile, tablet, & desktop)

PERSONAL PROJECTS

- Organizing local gaming groups with local game stores and maker spaces (Technocopia / Worcester, MA)
- Personal game design projects.
- Continuing self driven study into 3D modeling and printing.

TECHNICAL SKILLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Blender
- Google Productivity Suite
- Web Design - (Wordpress)
- Fluent with PC and Mac operating systems

NOTABLE PROJECTS

- Star Realms
- Epic Card Game
- Hero Realms
- Sorcerer
- Kapow!
- Robot Quest Arena

CONVENTIONS

- Gen Con
- Origins
- Pax East
- Pax West
- Pax Unplugged

EDUCATION

Master of Arts in Human Computer Interaction - May 2013

Bachelor of Fine Arts in Graphic Design - May 2011

State University of New York at Oswego

REFERENCES AVAILABLE UPON REQUEST