

Bill Selby

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Skills

Seasoned writer, designer and illustrator with deep knowledge of traditional and digital production processes and tools; typography; photo retouching; web design; Mac and PC platforms, Photoshop CS3, InDesign CS3, Illustrator CS3, print design and production; art direction; versatile communication and editorial abilities.

Professional Experience**Freelance Writer / Graphic Designer / Illustrator 2001 – 2008**

San Francisco, CA

- www.billselby.com Graphic Design and Illustration
- www.imageinvention.com Expert Photo Restoration

Principal Artist & Writer 1999 – 2001

Games.com / Hasbro, Alameda, CA

- Repurposed dozens of Hasbro's top board games (Monopoly, Clue, Sorry, etc.) and Atari Arcade games for online use, creating logos, interactive screens and other art
- Managed projects
- Strategic planning and brainstorming
- Created online ad mock-ups for sales and clients
- Prepared comps, finished art, and copy for in-house web use and print

Digital Artist / Writer 1998 – 99

Xulu Entertainment, San Francisco, CA

- Contributed to real-time Adventure Game Development design
- Conceptualized Virtual Worlds and Scripted game scenarios
- Created and mapped textures with digital graphic tools
- Prepared comp backstory presentations

Screenwriter, Freelance Writer–Editor 1989 – 99

Los Angeles, CA

- Wrote, optioned and sold screenplays and teleplays
- Wrote treatments and pitched feature and television stories to Dreamworks, 20th Century Fox, Warner Bros., MGM, Disney, New Line, Amblin Entertainment, Paramount
- Freelance interviewer for Step-By-Step Graphics Magazine

Selected Feature Screenplays and Teleplays

- 1999 THE LONG HELLO fantasy / thriller
- 1997 MONSTER science fiction

- 1996 GUNPOINT MGM, action / comedy
- 1996 DOUBLETIME MGM, fantasy thriller
- 1992 ART BURN comedy, H2 Productions
- 1990 DEATH IN DUE TIME Cinecorp, film noir fantasy
- 1990 MEMORIES OF A FATHER Sherwood Anderson short story adaptation
- 1989 THE HELLGRAMMITE METHOD The New Twilight Zone (MGM/UA)

Design Studio Owner / Art Director 1982 – 89

Mind's Eye Studio, Columbus, OH and Los Angeles, CA

- Hired, trained and managed staff of five artists
- Advertising illustration for national clients: Tropicana Orange Juice, Coca-Cola, Ballantine Books, Random House, American Airlines, Wendy's, Compuserve, Paper Moon Greeting Cards, Dole, Mattel, Disney, AMC Cinemas, NBC Television
- Freelance production illustrator and matte painter at DreamQuest Images and Geoffrey-Sullivan Studios in Los Angeles

Instructor – Advanced Illustration 1983 – 85

CCAD – Columbus College of Art and Design, Columbus, OH

- Lectured/demonstrated advanced illustration techniques in airbrush, mixed media, photo retouching
- Mentored; helped students set goals

Art and Creative Director / Illustrator 1978 – 82

Factors, Etc. Inc., Columbus, OH

- Spearheaded successful effort to make Factors Etc. Inc., the world's largest iron-on transfer company
- Revamped art department
- Created new product lines and illustrated hundreds of designs
- Acquired copyrighted characters and products
- Directed design of licensed T-Shirts for film and television – Star Wars Trilogy, Superman feature films, dozens of motion picture and television programs
- Designed company catalogs, brochures and magazine advertising

Education

- Ohio State University, B.A. English, Art History minor
- Columbus College of Art and Design, BA

Recognition

- Numerous Illustration Awards: NYC Society of Illustrators, Ohio Art Directors Club Gold Medals; Scott Newman Award for the Twilight Zone episode, "The Hellgrammite Method"