

MITCH BARCHI

GRAPHIC DESIGNER

CONTACT

EMAIL	MitchBarchiGD@gmail.com
PHONE	(425)358-1634
LINKEDIN	linkedin.com/in/mitchbarchi
PORTFOLIO	MJBcreative.com

SKILLS

- Photoshop
- Affinity Suite
- Illustrator
- Blender
- InDesign
- Meshmixer
- Lightroom
- HTML5
- After Effects
- CSS3
- Premier Pro
- Git
- Handbrake
- Pre-Press
- Adobe Bridge
- 3D Printing
- Adobe XD
- Laser Cutting

EDUCATION

The Art Institute of Seattle

2009 – 2014

Bachelor of Fine Arts, Graphic Design

REFERENCES

Deirdre J Cross

VP FUNKO GAMES

Deirdre.cross@funko.com

Lindsay Tokuda

Forrest-Pruzan Contractor

Lindsay.tokuda@funko.com

David J. Garcia

Senior Digital Product Manager at H-E-B

djg@davidjgarcia.com

John Alves

Design Quality Manager at Amazon

johalves@amazon.com

Card Kingdom (Production Associate)

September 2019 - May 2023

- An individual contributor who works with Card Kingdom's Magic singles inventory and provides Magic singles to players all over the world. This role is responsible for sorting cards, restocking and maintaining our singles inventory, and the accurate picking of thousands of items each day.

Funko Games (contract Graphic Designer)

January 2019 - December 2020

- Worked within the Adobe Creative Suite daily using Photoshop, InDesign, and Illustrator. I used these programs to generate marketing images, product renders, and help refine game prototypes.
- I also illustrated game components, generated layouts, designed iconography, and created print ready files.
- Crafted and 3D printed game prototypes for play testing and presenting to clients.

Projects I was involved with:

- **Funkoverse Strategy Game**
Harry Potter 100-101, DC 100-102, Rick & Morty 100, Golden Girls 100, Jurassic Park 100-101, Aggretsuko 100, and Kool-Aid 100
- **Marvel Battleworld**
- **Godzilla Tokyo Clash**

Amazon QA Specialist (Amazon/TEKsystems)

March 2017 - March 2018

- Contributed to the creation of innovative animated eBooks for the Kindle in Motion format. This includes the start-to-finish process from design, implementation, and quality assurance.
- Created and edited animations for Kindle in Motion eBooks using Blender, After Effects, and Photoshop.
- Aided in targeting, troubleshooting and providing solutions to animation, format and conversion issues.

Projects I was involved with:

- **Harry Potter and the Sorcerer's Stone**
<https://www.amazon.com/Harry-Potter-Sorcerers-Stone-Illustrated-ebook/dp/B073QTXDBZ>
- **Fantastic Beasts and Where to Find Them**
<https://www.amazon.com/Fantastic-Beasts-Where-Find-Them-ebook/dp/B076WS4QZB>

Forrest-Pruzan Creative / Prospero Hall / Wonderforge (Contract Graphic Designer)

Nov 2015 - December 2018

- Worked within the Adobe Creative Suite daily using Photoshop, InDesign, and Illustrator to help refine game prototypes.
- Illustrated game components, generated layouts, designed iconography, and created print ready files.
- Crafted game prototypes for play testing and presenting to clients.
- I also worked on design for B2B catalogs, Point of Sale/Convention displays, and Wonderforge's game prototypes.

These games include:

- **Skulk / The Making of Skulk**
- **Bob Ross Art of Chill Game**
- **Disney Villainous**
- **The Wizard Always Wins**
- **Disney Villainous - Wicked to The Core**
- **How To Rob A Bank**
- **Disney Villainous - Evil Comes Prepared**
- **Shifty Eyed Spies**
- **Kenny G Keepin' it Saxy**
- **Pictopia: Harry Potter Edition**
- **Catlantis**
- **Suspicion**
- **Trapper Keeper**
- **Really Bad Art**
- **Ramen Fury**
- **Stick Stack**
- **JAWS**
- **Donner Dinner Party**

Collaborating with a team of designers at Forrest-Pruzan Creative we generated several new tabletop gaming experiences. These games were then produced by our publishing partners Wonderforge™ and Big G Creative.