

James Sparkman

ILLUSTRATOR, DESIGNER, & WEB DEVELOPER

sparkmandesigns.com

[LinkedIn](#)

310-897-1988

james@sparkmandesigns.com

A quiet but good-humored illustrator and graphic designer with 14 years of experience in digital media, web design and programming, print production, comic books, and 3D modeling. Skilled in visual storytelling, character design, and typography. A creative and technophile in one, capable of bridging the gap between the artistic and technical aspects of any project.

EXPERIENCE

President @ Creative Partners Group (Agency)

March 2025 to present

- “Chief Financial Officer” in name only: CPG is a small family-owned business and I wear many hats.
- Managed the production of client websites from wireframe to launch.
- Perform regular maintenance on client websites, including sites built in-house and sites built outside the agency.
- Design print collateral and maintained large product catalogs.
- Produce client logos and brand identities.

Chief Financial Officer @ Creative Partners Group (Agency)

February 2018 to March 2025

- *See President role above.*

Freelance Artist @ Sparkman Designs (Individual)

January 2010 to January 2018

- Illustrated emotes for Twitch streamers.
- Designed and laid out illustrated and full-text books.
- Work for various clients: album covers, avatars, book covers, business cards, character designs, children’s books, comics, logos, posters, tattoo designs, web ads, etc.

Lead Designer @ A.L.Ex, LLC (Comic Book Studio / Agency)

January 2016 to June 2017

- Designed company brand, print collateral, and web assets, including social media materials.
- Participated in editing all three issues of MANIA.
- Lettered all three issues of MANIA.
- Penciled Issue 3 of MANIA.
- Animated a promotional video for client, Fluxergy.

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Lead Designer @ Trigger Happy, LLC (Mobile Game Studio)

October 2012 to March 2014

- Led game design of multiple original and licensed mobile games.
- Contributed to 3D modeling and animation of multiple mobile games.
- Wrote and penciled three issues of children's comic, Pato & Friends.
- Illustrated and animated assets for the Pato & Friends mobile game.

3D Artist @ Moyo Studios (Mobile Game Studio)

May 2010 to May 2012

- Modeled and animated assets for multiple mobile games.

EDUCATION

Bachelor of Science - Game Art & Design @ Art Institute of California, Orange County

SKILLS

- Art direction
- Problem solving
- Illustration
- Cartooning
- Typography
- Print design
- Digital design
- Web design
- 3D design
- Web development
- Command line

TOOLS

- Adobe CC
- Clip Studio Paint
- Blender
- Figma
- HTML
- CSS
- JavaScript
- PHP
- Vue.js
- Nuxt.js
- Directus
- WordPress
- Joomla
- Google Workspace
- Microsoft Office

REFERENCES

References available upon request.