

ANDREW
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Design & Fabrication

FONTS * GRAPHICS * PROPS * CREATURES

WORK HISTORY

Present **Owner/Font Designer** — E-phemera Fonts, Los Angeles, CA

Design and production of digital fonts inspired by vintage printed and hand-lettered material. Fonts are sold through MyFonts.com website, and are used by graphic designers worldwide.

Present **Freelance Graphic Designer** — Los Angeles, CA

Development and execution of graphic design for clients in the entertainment industry, including CD packaging for musicians, infographics for an entertainment technology company, and corporate identity and website design for a toy/sculpture studio.

2000-2002 **Graphic Designer** — DesignTown USA, Culver City, CA

Development and execution of graphic design, including fabrication of prototypes, models, installations, large-scale signage and other specialty items for motion picture and commercial television clients. Use of CNC routing/milling and 3D modeling software.

1999-2000 **Art Director** — Ellis Props & Graphics, Hollywood CA

Responsible for the administration of shop, project development and management, client services, and vendor/supplier relations. Hands-on creation of props and graphics. Manage and develop graphic art associates.

1997-1999 **Graphic Designer** — Ellis Props & Graphics, Hollywood CA

Principal designer of graphic props for feature films, television shows, and commercials. Projects include magazines, newspapers, posters, advertisements, product packaging, book jackets, corporate identities, tickets, identification documents, government forms and paperwork, and direct mail.

1995-Present **Puppet & Prop Creator** — Defiant Theatre, Chicago IL

Design and fabrication of stage props and giant puppets for an innovative young theatre company. Extremely limited non-profit budgets frequently require the creative use of easily obtained materials. Puppets must be able to withstand constant hard use and unforgiving storage conditions.

1992-1996 **Fossil Preparator** — Field Museum of Natural History, Chicago IL

Fine-scale cleaning and restoration of fossil specimens performed under a microscope. Make silicone, latex, and fiberglass mold and resin castings that pass scientific museum standards. Manage fossil collections and develop public exhibits and tours.

1984-Present **Props, Creatures, & Special Effects** — The H.P. Lovecraft Historical Society

Creation of realistic props, creatures, and effects for a live-action role-playing game society. Games inspired by the horror fiction of H.P. Lovecraft frequently involve monsters, supernatural phenomena, and 1920s-era machinery and objects.

1978-Present **Dolls & Figures** — Freelance

Doll, figurine, costume and accessory design and creation using flat patterned and needle-modeled soft-sculpture, polymer clays, wood, metal, paper mache, textiles and plastics. Finished pieces used in stage productions and independent films.

WEB SITES

My portfolio is online at
www.ahleman.com

My fonts are online at
[http://www.myfonts.com/
foundry/ephemera/](http://www.myfonts.com/foundry/ephemera/)

Organizations I often work
with can be found at
www.cthulhulives.org
www.retro-gram.com
www.defianttheatre.org

SKILLS

Moldmaking in silicone, latex, fiberglass; casting in resins and plaster.

Sculpting/modeling in polymer clay, various types of foam, and stuffed fabric.

Costume design and fabrication.

Electrical wiring and machine shop tools.

Traditional graphic production and printing techniques.

Software: Quark XPress, Adobe Creative Suite (Photoshop, Illustrator, InDesign, GoLive), Macromedia Freehand, Macromedia Fontographer, ModelMill, EnRoute, FlexiSign Pro

A print portfolio is available on request.