

# DAVID BOCK

## CREATIVE DIRECTOR. GRAPHIC DESIGNER.

Graphic designer and Creative Director with extensive experience in the tabletop game industry. Expertise in leading artistic teams, providing art direction, and delivering thematic visuals for games, packaging, and marketing. Skilled in graphic design, photography, web development, and pre-production processes for both print and digital media. Experience managing a tabletop game publishing business, including overseeing design, production, and brand development. Passionate about crafting immersive user experiences and utilizing art and design to make game mechanics easy to comprehend.

## EXPERIENCE

### PICKPOCKET GAMES

*Graphic Designer. July 2024 – Present*

- Provided graphic design work for current and upcoming projects, creating visually appealing logos, rulebook layouts, game packaging, and Kickstarter assets.
- Participated in development and playtesting.

### CR@TE

*Freelance Graphic Designer. August 2024 – Present*

- Graphic designer for creative services in point-of-sales displays, banners, marketing, and more for a variety of major beverage labels and brands.

### BINXADINX GAMES

*Owner & Lead Designer. January 2022 – Present*

- Founded and managed Binxadinx Games, overseeing all aspects of the game publishing process, including design, marketing, and distribution.
- Directed artists, writers, and musicians and coordinated with manufacturers.

### THE GAME BOCKS

*Freelance Graphic Designer and Creative Director. January 2017 – Present*

- Led design projects, directed illustrators, and collaborated with clients for tabletop game publishers, creating visually appealing logos, rulebook layouts, game packaging, and marketing assets.
- Developed complete branding packages for new board games, ensuring visual consistency across all game components.
- Clients included: Cephalofair, Red Raven, Pandasaurus, Eagle-Gryphon, Ravensburger, Keymaster, Grandpa Becks, Arcane Wonders, Floodgate Games, Facade Games, Incredible Dream Studios, Chokolas Games, and Japanime Games.

### RED RAVEN GAMES

*Graphic Designer, Web Developer, Social Media Manager. May 2021 – Present*

- Provided graphic design for Red Raven Games for games, marketing, and other products. Built the publisher's website and maintained its look and content. Assisted with web development, copywriting, and product photography.
- Provided photography and marketing content consistently for the Red Raven social media pages including Instagram, Facebook, and Twitter. Created and updated the Red Raven website and provided visual assets for web pages and social media.

### ARCANE WONDERS

*Social Media Wizard - September 2019 – February 2020*

- Produced and designed content for social media, managed online community, fostered engagement, and reviewed social media analytics.

### *Purdue University*

- Bachelor of Fine Arts in Visual Communications Design
- Minor in Creative Writing
- Graduated: 2007

### *Skills*

- Graphic Design
- Adobe Creative Suite
- Photoshop
- Illustrator
- InDesign
- Web Design
- Creative Writing
- Photography
- Photo Editing
- Branding
- Identity Development
- Print Design (Packaging, Rulebooks, Board Game Components)
- Digital Marketing
- Social Media
- Project Management
- Art Team Leader
- Client Relations

### *Hobbies*

- Anime enthusiast
- Korean dramas
- Foodie
- Halo
- Dungeons and Dragons
- Tabletop Games
- 3D-Printing

### *Extras*

- Game Night Host (10 Years)
- Convention Demos
- Convention Booth Work
- Volunteer: Local DNC