



Linnea Granryd

- **Flexible and creative: RIP ART, Graphic Design & Illustration, Marketing Documents**
- **User Interface Design / "Look and Feel" for Consumer Applications, Web**
- **InDesign, Photoshop, Freehand, Acrobat, Dreamweaver, Flash, 3D Studio Max**

- **Tetra Tech / WJA Design Collaborative** 2005 - present
Marketing Designer

Currently preparing proposals and other marketing materials (org charts, website, posters) for this award-winning architectural design firm in Seattle, WA. Familiar with SF330 format submittal preparation. In 2007, WJA joined TetraTech, strengthening the architectural presence of this large engineering firm based out of Colorado.

- **Freelance, Seattle, WA** 2002 - 2005
Artist/Designer Projects include: display/signage, brochure and web design, architectural illustration & RIP ART.

- **RealNetworks , Seattle, WA** 2000 - 2002
Interface and Graphic Designer, Business to Consumer Group.
Responsible for look and feel, prototyping, implementation, and skinning of User Interface for a version of the Real Player (plus File Sharing and Content Access) on set-top box /TV w/ remote control. Provided graphical support for B2C team in the creation of tradeshow signage, presentation imagery, logos, and more. Collaborated with program managers, developers, and testers to develop final product using various tools such as Freehand, PhotoShop, Flash, 3D Studio Max, and XML Linux.
- Adapted design using partner's proprietary plug-in tools with 3D Studio Max for use on the PS2 game platform.

- **Freelance, Seattle, WA** 1998 - 2000
MacTemps / Microsoft Corp., Redmond, WA
Designer for Greetings Workshop 3.0/Home Publishing, Consumer Authoring Unit Designed, illustrated, and animated visual in-house multimedia clipart content collection of Microsoft & Hallmark's on-line greeting card maker. Also was used as voice-over talent for audio clips. Authored and created 3rd generation graphics and content, after receiving patent on interface of original product. Animated over 100 Hallmark greetings, complete with sound.

- **Monolith Productions, Kirkland, WA** 1997
Interface Designer/ 2d/3d Artist Designed, created and managed interface visuals for implementation in DirectArcade codebase. Provided voice-overs for introductory marketing demos. Designed and created interface, along with 2+ small games and peripheral materials for revolutionary new arcade/Internet station known as the National Amusement Network.

- **Microsoft Corp., Redmond, WA** 1992 - 1996
Designer for IMP/ Digital Backlot Served as a production and design resource for a variety of Microsoft clients on mainly consumer - related projects. Tasks included prototyping, illustration, layout, research, conceptualizing, doing a few voice-overs. Demonstrated the understanding of efficient usage of vector / bitmap graphics, basic animation, page layout, some project management

Interface Designer/ Illustrator for GREAT GREETINGS
Conceptualized and defined all visuals in the interface of MS BOB's first add-on product, "Great Greetings", an easy-to-use greeting card maker geared for the home market. Received interface design patent award from this project.

Interface Designer/ Illustrator for MS BOB
Created the "look and feel" of all visuals, including splash screens and animated buttons for the set of applications included in this pioneering software package. Played key role in redefining, designing, and illustrating the homestyles in BOB1a. Created and illustrated all mini- applications in BOB1.0 (address book, e-mail, checkbook, etc.) Created and illustrated one of the homestyles in BOB1.0 (the "Retro '50's Look")

- **Freelance, Seattle, WA** 1990 - 1992
Production Artist/Designer Created marketing, informational, and decorative pieces for variety of design and ad firms in the Seattle area. Projects ranged from cg printwork (posters, brochures, ads, and billboards) to creating functional fashion illustrations (Gerry Sportswear) to the pattern making of large stitched banners and flags. Created "RIP ART" for Starbucks Coffee, NW Addy Awards

- **Leonhardt Group, Seattle, WA** 1989 - 1990
Desktop Publisher Produced variety of printwork for highly respected design group. Projects included annual reports, packaging concepts, wine labels, posters, and brochures.

- **Aldus Corp.** 1987 - 1989
Software Tester & Support Technician
 - PageMaker 3.0. Served call-in customers who needed help and/or clarification for product usage
 - Freehand 2.0. Tested and reported bugs of vector graphic tool while in software development.

Education

School of Visual and Performing Arts Syracuse University, Syracuse, New York
BFA in Illustration, minoring in Fashion Design and Clothing Construction /1983

RIP ART.

ripped paper collage paintings created from discarded printed materials /

LINNEA GRANRYD

Group Shows/

- Currently showing in the Chiropractic Centre, Seattle 2009
- Phinney/Greenwood Art Walk, Juried Show Seattle 2007 ("Best Picks") 2006, 2005
- Sunset Thursday Guest Artisan @ Pike Market, Seattle 2005
- Local Color@ Pike Market, Seattle 2005
- PugetSound Country /West Coast Paper Juried Show 2004
- Sev Shoon/ Ballardworks Seattle 2004
- Re-Store Recycled Art Show, Seattle 2007- 2003 (peoples' choice honorable mention)
- RealNetworks Group Show, Seattle 2001
- Evergreen Gallery, Kirkland 1999
- Portage Bay Goods, Seattle & Fremont 1997
- Grey Bird Gallery, Port Townsend 1996
- Humanities 101, Seattle 1996
- Robert Allman Gallery, Seattle 1996



Solo Shows/

- "Rip Art, Con't." at HALO Seattle, WA 2008
- Century Square Artist of the Month Show, Seattle. "Typical Images" 1996

Other/

- University District Street Fair Poster Design 2005
- Society of Illustrators Show - School of Visual Concepts
- Pioneer Square Fire Festival Featured Artist
- Commissions / posters- commercial and private - more welcome!
- RIP ART has been displayed in various Seattle area establishments including: Greenlake Espresso, Nexus, Cloud City Coffee, Casa U Betcha, Colourbox, Merchants Café, Fenix Underground, Urban Bakery, 2218, Italia, Floyd's Place



Education/

- Syracuse University, Syracuse, New York 1979 - 1983
- BFA in Illustration, minor in Fashion Design and Clothing Construction



My art is a mix of control and chaos. I allow this balance to shift as the pieces progress, beginning usually with a simple sketch. The idea is translated to a surface (finished sizes vary from 10 in. x 10 in. to 4 ft. x 6 ft.) and I begin to piece together the composition by ripping and gluing paper -- usually magazines. Upon completion, a topcoat of protective polymer is applied to the surface. When viewed from distance, the collages look like paintings, evoking senses of familiarity, whimsy, celebration of color and shape.

Connections and surprises happen when the pieces are viewed with a closer eye, revealing layers of texture with messages embedded in the medium itself. Using printed media as 'paint' enables each of the pieces to incorporate popular culture into works that I hope will continue to evolve and entertain.

