

# ERIK SCOGGAN

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## EXPERIENCE



### **Design Manager, Sideshow Collectibles** — May 2023 - Present

Managing the concept and design phases of development of high end artist-driven designer collectibles.

Duties include artist outreach, hiring and management, leading internal creative kick off and brainstorm meetings, project management tracking and art direction from initial 2D concept art to sculpt, engineering, paint, and overall execution of prototyping with regular licensor approval checkpoints. Developed product for brands including: Marvel, DC Comics, Star Wars, Critical Role, Transformers, Dynamite, and artist original IP.

Additional duties include art directing and working with internal departments to execute style guides, packaging, photo galleries, marketing social media campaigns, video content and trade show exhibitions.

Furthermore, working with the internal Strategic Initiatives business development team to develop pitches for new partners, brands and formats.

### **Program Manager, Sideshow Collectibles** — Mar 2022 - May 2023

Developing and managing Sideshow's designer collectibles brand *Unruly Industries* from end to end, serving as Art Director, Development Project Manager, and Brand Manager.

### **Senior Brand Manager** — Jun 2018 - Mar 2022

Developing and managing internal brands Unruly Industries, Atomic Misfit, Court of the Dead.

Handling artist research and management, project management tracking from concept to development hand-off. Art directing collectible products, style guides, packaging, and trade show displays. Working with the internal business development team to develop pitches for new partners and brands.

### **Brand Design Coordinator** — Jan 2017 - Jun 2018

Coordinating and delivering brand assets with licensees, and designing and maintaining an in-depth style guide for internal original properties. Providing design support for various projects.

### **Graphic Designer** — Feb 2014 - Jan 2017

Designing packaging, apparel, trade show materials, advertisements, social media content, web assets, publishing materials and overall brand development.



### **Graphic Design Intern, NBCUniversal** — Jun 2013 - Dec 2013

Assisting in UX/UI app design and presentations for upcoming show seasons. Providing image selection and optimization for weekly digital updates, and designing social media promotions.



### **Graphic Designer, CSU Channel Islands** — May 2012 - Dec 2013

Designing and producing marketing materials, video-based content, photography, and social assets for the Career Development Services department.

## EDUCATION

**California State University Channel Islands** — B.A. Studio Arts, w/ Digital Media Art Certificate

## PROGRAM EXPERIENCE

Adobe Creative Suite (Photoshop/Illustrator primarily), Basecamp, Trello, Smartsheet, MS Office, Zoom, Skype, Slack, Teams, Evernote.