



E.L. CANDRILLI
COMIC ARTIST/ILLUSTRATOR
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ABOUT ME: Driven and innovative, I'm a self-starter who works well independently or on a team. I enjoy creativity in all forms, thinking outside the box to ensure the unique voice of every project is concisely expressed and executed professionally. In my downtime, I create games for friends and clients, showcasing my world-building skills via knowledge of mechanics, art, character writing, and improvisation to foster community and collaboration while maintaining a high-quality, fun, and engaging experience.

PROFESSIONAL EXPERIENCE

AMG BRANDS

Product/Graphic Designer And Marketing Assistant (*Teaneck, NJ*)

June 2025 - Present

- Managed, assigned, and coordinated the production and work distribution of the Art Team to deliver and produce multiple product designs simultaneously.
- Designed art for a myriad of products, shipping cases, and PDQs. Proposed ideas for rebrands and made illustrated mockups for team meetings. Took photos and edited said photos for the marketing/branding teams. Wrote copy text for product labels.

THE MAD CARTOGRAPHER

Recurring Map/Encounter Designer (*Remote*)

December 2024 - Present

- Proposed concepts and ideas for map themes, tokens, and marketing avenues. Provided feedback on hiring decisions. Completed the designs for multiple game maps, tokens, and levels, plus set up/rendered individual pieces for the MAD Patreon and multiple VTT marketplaces. Also completed a commissioned map and assets for MDCM (Matt Coleville) and the MAD Cartographers Patreon, Roll20, and Foundry storefronts. Currently learning how to set up multi-level maps in Foundry.

MARVEL ENTERTAINMENT

Illustration Support (*Remote/New York, NY*)

December 2021 - April 2025

- Isolated, modified, and reconstructed comic panel characters/backgrounds in various styles for rigging as puppets/sets in After Effects for comic book trailers.
- Brainstormed, designed, and vectorized a custom collection of emojis as assets for company videos.

NBC UNIVERSAL

Post Production Technician (*Englewood Cliffs, NJ*)

October 2015 - June 2023

- Collaborated with multiple brands (USA, Syfy, Oxygen, E!, Bravo) on matching brands' design language, while standardizing After Effects templates; produced hundreds of thousands of graphics, credit squeezes, and lower thirds with tight fulfillment times. Upheld both artistic and technical quality standards for clients.
- Initiated and created dynamic Google Sheets to assist with organizing graphic/lower third orders for our network clients.
- Led and instructed trainees on After Effects to ensure consistent graphic quality and comfort when swapped into the role. Additionally, simplified templates for users without After Effects experience to help keep graphics consistent, accurate, and quick to produce while coordinating delivery to multiple teams.
- Managed an internal portfolio site for our Creative Editing Team. Consistently sent out emails each quarter, collected the new work, named and organized it for each member of the team, and posted it for our clients to see. Self-taught a small bit of HTML to customize our page before it was discontinued.
- Reviewed and prepared digital content for air for quality assurance, inspecting for defaults such as nudity, curse words, consistent censorship, continuity errors, editing/graphical issues, uncensored private information, and ensuring deliverables met modern sensitivity standards.

FREELANCE COMIC/ILLUSTRATION WORK (*Remote*)

June 2015 - Present

- Layout/typography assistant for Lara Antal on "Ronan and the Endless Sea of Stars." Also assisted Lara by completing color flatwork for the graphic novel "Snake School" by Ira Macks (both are uncredited).
- Wrote, illustrated, and self-published a graphic novel, "No Good Deed," and reformatted it for Webtoon.
- Conceptualized, illustrated, and collaborated with art lead on backgrounds for a visual novel, *Hidden Tale*.

- Completed multiple character and editorial commissions for both individual clients and brands, such as Japanime Games and the Core Knowledge Foundation.
- Composed five comic pages for Brattle Street's "Kuwaiting it Out," and formatted panels for Webtoon.
- Ran/created a D&D game/campaign to run at breweries for Dungeons and Drafts.

LOTIC.AI

Recurring Editorial Illustrator (Remote/Austin, Texas)

May 2020 - Present

- Crafted dozens of high concepts into content for editorial pieces, investor pitch decks, and internal newsletters from content briefs in various styles. Also conceptualized and illustrated infographics for CEO Bill Welser IV's TED Talk.
- Illustrated a portrait, comic, and did some character design conveying how Lotic.Ai's algorithm assists UNICEF and protects the information of displaced Ukrainians.

EDUCATION

MONTCLAIR STATE UNIVERSITY (Montclair, NJ)

September 2011- May 2015

Bachelor of Fine Arts in Animation/Illustration, Graduated Cum Laude

SCHOOL OF VISUAL ARTS CONTINUING EDUCATION (New York, NY)

June 2017- September 2019

Completed Storyboarding (Frank Gresham for Ven), Building Fictional Worlds, and Comics Project (both with Carl Potts, creator of The Punisher).

PROGRAMS

- Adobe Creative Suite (**Illustrator, Photoshop, After Effects, InDesign**) and alternative art programs (**Storyboard Pro, Clip Studio, Flash, Procreate, Vectornator**).

SKILLS

Creative Problem Solving, Design-Based Thinking, Drawing, Writing, Storytelling, World-Building, Visual Storytelling & Communication, Active Listener, Adaptable to Changing Deadlines, Collaborative.

PUBLICATIONS

"No Good Deed" - *Author/Illustrator*. Comic on Webtoon.

"A Hidden Tale" - *Environmental Artist*. Upcoming Visual Novel by Bernard Zeiger and Ilana Grunberg Weiss.

"Jackie Robinson: An All-Around Athlete Who Broke the Color Line in Baseball" - *Illustrator*. Written by Dionna L. Mann. Published by the Core Knowledge Foundation.

"Eros is Human" - *Author/Game Designer*. TTRPG encounter for "Collective Encounters Volume II" on Dungeon Master's Guild.

"How to Ensure AI is a Force for Good" Provided Illustrations for Bill Welser's TEDx Manhattan Beach Talk.

