

Daniel Brown CREATIVE DIRECTOR

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In 3 sentences

- 1. I build creative teams that are imaginative, original, and collaborative.
- 2. I develop insight-driven creative strategies for clients of all industries.
- 3. I have an omni-channel toolkit: digital, social, traditional, and direct.

Experience

2015-Present: Executive Creative Director, True North Inc.

Oversees all creative strategy and production for the agency across consumer, nonprofit, healthcare, government, and B2B clients. Develops touch point strategies that lead to measurable results and cohesive umbrella campaigns that elevate brands in the lives of the people they touch. Speaks at conferences about creativity in advertising. Helps develop new business proposals and represents the agency in pitch presentations. Mentors staff, holds reviews with team members, and fosters an environment of creativity and innovation.

2016-2023: Brand Strategist/Designer, Freelance

Partnered with startups, educational institutions, and retail clients to guide brand development, visual identity, brand voice, and create essential marketing communications. Developed video content and designed published works to tell stories, build awareness, and educate the public.

2008-2015: Creative Director, True North Inc.

Approved and guided day-to-day work of art directors, copywriters, and designers to develop concepts across all available marketing channels including digital, TV, social, print, direct mail, out-of-home, and radio. Guided pre-production and storyboarding, directed shoots, and post-production for all video work. Established relationships with existing and prospective clients.

2004-2008: Art Director/Senior Art Director, True North Inc.

Conceptualized and designed new integrated creative campaigns for clients across verticals. Guided art directors, designers, production artists and developers in campaign execution and presented concepts to clients.

2005-2007: Toy Designer, Max Pawfection

Created a line of rope and plush dog toys and accessories. Included hand-drawn product design, reviewing prototypes, and designing new SKUs for the toy line.

2000-2004: Art Director, Karlin + Pimsler

Conceptualized, designed, comped, and storyboarded. Attended press checks for printed materials and presented creative to clients.

Awards Won

Caples | Communicator | Davey | DMFA Package of the Year | Echo Internationalist | LIT Commercial | Muse | NYX Video Telly | OMMA | Vega | W3

Education

Columbia College, Columbia University in the City of New York Bachelor of Arts, Class of 2000

Clients

CONSUMER BRANDS

Adlens LTD Boudreaux's Butt Paste

CA Technologies, Inc. Disney Store Fundati

Guthy Renker Healthy Paws

Lasko Ollie Orabrush Stanley Steemer

Toys "R" Us

NOT-FOR-PROFIT

Amnesty International

ASPCA Conquer Cancer

Covenant House

Doctors Without Borders Habitat NYC Helen Keller Services

Make-A-Wish March of Dimes

NRDC

No Kid Hungry

Patient Airlift Services (PALS)

Reading Is Fundamental (RIF) Smile Train

The Nature Conservancy

US(

We Raise Foundation Wounded Warrior Project

WWF

HEALTH

American Diabetes Association

Brown & Toland Physicians Cleveland Clinic ECOG-ACRIN

Express Scripts
Muscular Dystrophy
Association (MDA)
Schwarz Pharma

B2B

Constant Contact Pitney Bowes The Risk Management Society ThomasNet

Wolters Kluwer

ENTERTAINMENT
ABC
ABC Family
Disney Channel
Disney Junior
Disney XD

Walt Disney Studios Home

Entertainment PUBLIC SECTOR

California Department of Food and Agriculture The Children's Trust Commonwealth of Massachusetts County of San Mateo Library of Congress New York City Council Rhode Island Housing San Francisco Environment

Department

San Francisco Public Utilities Commission

FINANCIAL

Chase Citizen's Bank Disney Visa Card Quorum Federal Credit Union

PUBLISHING

Chicago Tribune Economist Glamour Los Angeles Times

Newsweek

TRAVEL
British Airways
Disney Cruise Line
Disneyland Resorts
Walt Disney World Resort