



LET'S GIVE THE WORLD PAUSE, AND SAY YES TO THE ADVENTURE

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SUMMARY

A WARM WELCOME

I truly feel I was put on this wildly beautiful, messy, and meaningful earth to help craft new stories and experiences for all, empowering brands, communities, and the planet to bravely reach for higher expression and become more alive.

I combine insights, strategy, and art to tell a new story that will inspire great action making our future reality a little more delightful and healthy. I am always seeking to co-create new worlds with heartfelt, inspired, courageous, and creative people.

I BELIEVE IN THE PRINCIPLES OF INNOVATION

– change minds and change behavior for the better.

I BELIEVE IN THE PRINCIPLES OF DESIGN

– give them pause, make them say "ah!", and make it rewarding to say, "hey you, check this!"

Creative, Innovation, & Strategy Director:

Storyteller, Manager, Design Consultant, Brand Consultant, Innovation Consultant, Illustrator, Campaign Consultant, Graphic Designer, Video Producer, Identity Design, CPG Design, Web and Mobile Design, Character Design, Animation Design, Concept Design, Teacher, Fine artist, Music Producer

CLIENTS

In my colorful 20+ years working with top branding and innovation firms I have had the esteemed pleasure of working with and designing for these amazing brands: Greenpeace Int. & USA, Adidas, Levis, Patagonia, Hasbro, Dove, Johnson & Johnson, Time Warner, Gucci, Autodesk, Apple, Target, Adcouncil, Esquire, Rollingstone, Saatchi & Saatchi, Publicis, Samsung, Capital One, Xbox, published with Harvard Business Review, and the list goes on.

EXPERIENCE

DREW BEAM

Creative | Strategy | Engagement | Innovation Director

August 2009 - Present

Creative Direction, Branding, Design, Innovation, Brand Strategy, Product Design, Art, Love

Partner at Moonshot Ventures

May 2016 - Present

Moonshot brings incredibly creative people together to craft a better story and future by serving pioneering people and companies with future-focused, purpose-driven missions. We're a design shop meets advisory board meets production house --we help great companies become powerful brands.

Creative Director at Free Range Studios

January 2014 - May 2015 (1 year 5 months)

Free Range works with visionary companies and organizations to create story-based brands, transforming clients' visions for a better future into emotionally compelling media — from interactive to print and I have had the profound honor of helping to redesign and build brands creating deeper relevance for the whole world to engage. For me it's all about tapping into the essence of a brand, inject/define meaning and beauty, and launching strategies to help change some of our world's most epic challenges.

Directing and personally designing new identities, web/mobile, video/animations, outdoor campaigns, social media, and print. It was an honor to work with such brilliant people and clients.

Innovation Director at Free Range Studios

May 2011 - January 2014 (2 years 9 months)

Innovation and Design Consultant at ?What If! Innovation Partners

September 2009 - March 2010 (7 months)

Provided brand ideation and designed innovation concepts for Hasbro, Unilever, and Johnson & Johnson

Producer at Fahrenheit 212

March 2007 - August 2009 (2 years 6 months)

Fahrenheit 212 is a consulting firm focused on creating growth through innovation.

Produced and Directed over 700 brand concept videos for the amazing clients of Fahrenheit 212.

Also ideated & designed many product, service, and retail concepts.

Brand Identity | Design | Illustration at Turner Entertainment | truTV

2007 - 2009 (3 years)

Contracted for Identity Illustration and design for mobile apps for Dumb as a Blog, Impractical Jokers, Fluorescent Justice, and more.

Designer at Andrews/LeFevre Studios

May 2005 - October 2007 (2 years 6 months)

Andrews/LeFevre Studios creates site specific art installations for corporate and public art programs and private institutions. The studio also produces bronze plaques, interpretive signage and donor recognition solutions for architects, landscape architects and other design professionals.

I designed and illustrated public art plaques that were crafted in bronze. Installations on the sidewalks of Union Square New York and New Jersey City.

Illustrator and Designer for "Jewtopia The Chosen Book for the Chosen People"

2005 - 2006 (2 years)

Created over 100 illustrations in many different styles- front to cover illustrated humor book and was a bestseller for the year 2006. Published by Time Warner Books

Designer at BEAM Inc.

1999 - 2005 (7 years)

BEAM Inc. is a San Francisco based international consulting firm dedicated to creating value and enriching life for our clients and their stakeholders through transformation and innovation. We guide organizations at the crossroads of change when challenges and opportunities demand a new level of clarity, innovative thinking and united execution. We are chosen as key strategic partners because of our unique ability to co-develop high value creating business models, iconic brands and innovative cultures designed for 21st Century success.

Brand strategy assistance and brand art creation.

Campaign Concept Designer / Illustrator at Publicis

July 1999 - July 2004 (4 years 1 month)

Freelance

Art Teacher and Board Member at Drew School

July 1999 - May 2004 (4 years 11 months)

Conceptual Art Teacher, Figure Drawing Teacher, and Board Member San Francisco

EDUCATION

Rhode Island School of Design

BFA, Illustration, Fine Art, Design, 1995 - 1999

AWARDS

Telly Award 2013: Detox Fashion (GreenPeace), Telly Award 2012: The Hero's Journey (Free Range Studios), AIGA Cause/Affect Award 2011: Autodesk Sustainability Workshop, Salon des Refuses 2016: 1st Place fine art painting competition, Best in Show Award : Art in the Redwoods 2016, 1st Place Painting Category: Art in the Redwoods 2016, Salon des Refuses 2017: 2nd Place fine art painting competition

