



Jonathan Paul Canady

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Experience with Adobe Creative Cloud (InDesign, Illustrator, Photoshop, Acrobat), QuarkXPress, Microsoft Office, and WordPress. Proficient in both Macintosh and Windows platforms. Other skills include handmade illustration, photography, and sound mixing.

Work History

Freelance Graphic Designer [Portland, OR]

Fall 2005 - Present

Create LP, CD and cassette packaging, promotional graphics, and other merchandise for the music industry. Have also successfully negotiated and executed design contracts for a variety of non-music clients.

Visual Artist [Portland, OR]

Spring 2007 - Present

Exhibited in The United States and Europe, and featured in multiple print publications. The "Quaranzine" collaboration with Marc Fischer / Public Collectors is currently on display as part of *Collection in Conversation with Pablo Helguera* at The Museum of Contemporary Art Chicago.

Pre-Press Operator / Graphic Designer @ **A to Z Media** [Portland, OR]

Summer 2020 - Winter 2025

Responsible for pre-press and some graphic design, primarily for vinyl music releases, in a very fast-paced work environment. Other duties include global vendor relations, hard copy proof production, and customer service.

Digital Production / Graphics Specialist @ **Minuteman Press** [Portland, OR]

Fall 2015 - Summer 2020

Primarily responsible for digital production using Konica Minolta AccurioPress and Bizhub PRO digital presses at one of the busiest printing companies in PDX. Other duties included typesetting, pre-press, customer service, design, and bindery.

Graphic Designer @ **Marathon Printing** [Philadelphia, PA]

Fall 2006 - Fall 2014

Lead designer for an independent shop creating every type of printed material you can imagine. Other duties included art direction, pre-press, vendor relations, and customer service.

Art Director @ **Relapse Records** [Philadelphia, PA]

Spring 2000 - Fall 2005

Started as one of three designers and promoted to Art Director within six months. Managed the Relapse in-house art department and all aspects of print design. Divided the workday between creating original designs, managing workflow, and supervising the work of another full time designer. Responsible for the design of numerous music releases, promotional items, and eleven issues of the Relapse Records magazine/catalog, RESOUND. Also succeeded in eliminating areas of waste and significantly increasing productivity.

Education

Metropolitan State University of Denver, Colorado

Summer 1994 - Summer 1998

BFA in Graphic Design/Computer Imaging

Western State College Gunnison, Colorado

Fall 1991 - Summer 1992

Majored in Studio Art