

arthur kierce

DESIGN • ILLUSTRATION

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Website: theonekierce.com



Experience



Graphic Design & Marketing

Trading Faces Stage School, 2014-Present

Logo Design and Social Media Content for main brand and for associated projects, Teenfest 2021, Irish Guild of Speech and Drama

Colorist

Gerry Anderson Productions, 2017

Additional colors and Cover Art colors for *Space Precinct* Comic

Transcriptionist & Captioner

Rev, 2018-2021

Transcribed audio files with fast turnaround and strict style guide

Shop Assistant

Planet Retro Vintage Store, 2022

General retail tasks including helping customers, repairing merchandise, and styling displays.

Costume Design

Buaíadh Bos Oranmore, March 2022

Worked with the cast and director to design and make Elizabethan costumes for a production of *Ruby of Elsinore*, March 2022

Costume Assistant

Santi Castro, May 2022

Erasmus+ placement working on the 2022 winning Carnival Queen costume in the Carnaval de Santa Cruz

Costume Assistant

Druid Theatre, July 2022

Internship role assisting the costume team

Education



Fashion Design Certificate

Galway Technical Institute, 2022
Distinction

BA in Design - Graphic Design

Galway-Mayo Institute of Technology
2019

Portfolio Preparation Certificate

Galway Technical Institute, 2016
Distinction

Secondary School

Calasanctius College Oranmore, 2015

Skills & Achievements



Proficient with Adobe

Photoshop, InDesign, Illustrator, Premiere Pro, AfterEffects

Proficient with Web Design

Basic HTML and CSS, built personal portfolio site and webcomic site from scratch.

Freelance illustration experience

Regularly managed commissions and art tables at geek conventions since 2014. Also managed a successful Etsy shop selling handmade jewellery and art prints since 2017

Interests & Hobbies



Tabletop Gaming - Published an original game book in October 2020

Reading - Hosted a classic literature podcast 'Catching Up Cosmic', Summer 2021

History and Re-enactment

Experience with historical costume research and construction.

Intermediate level sewist

Machine and hand skills, commercial patterns, simple pattern drafting.



• PORTFOLIO •



Book Covers

Posters

Album Art

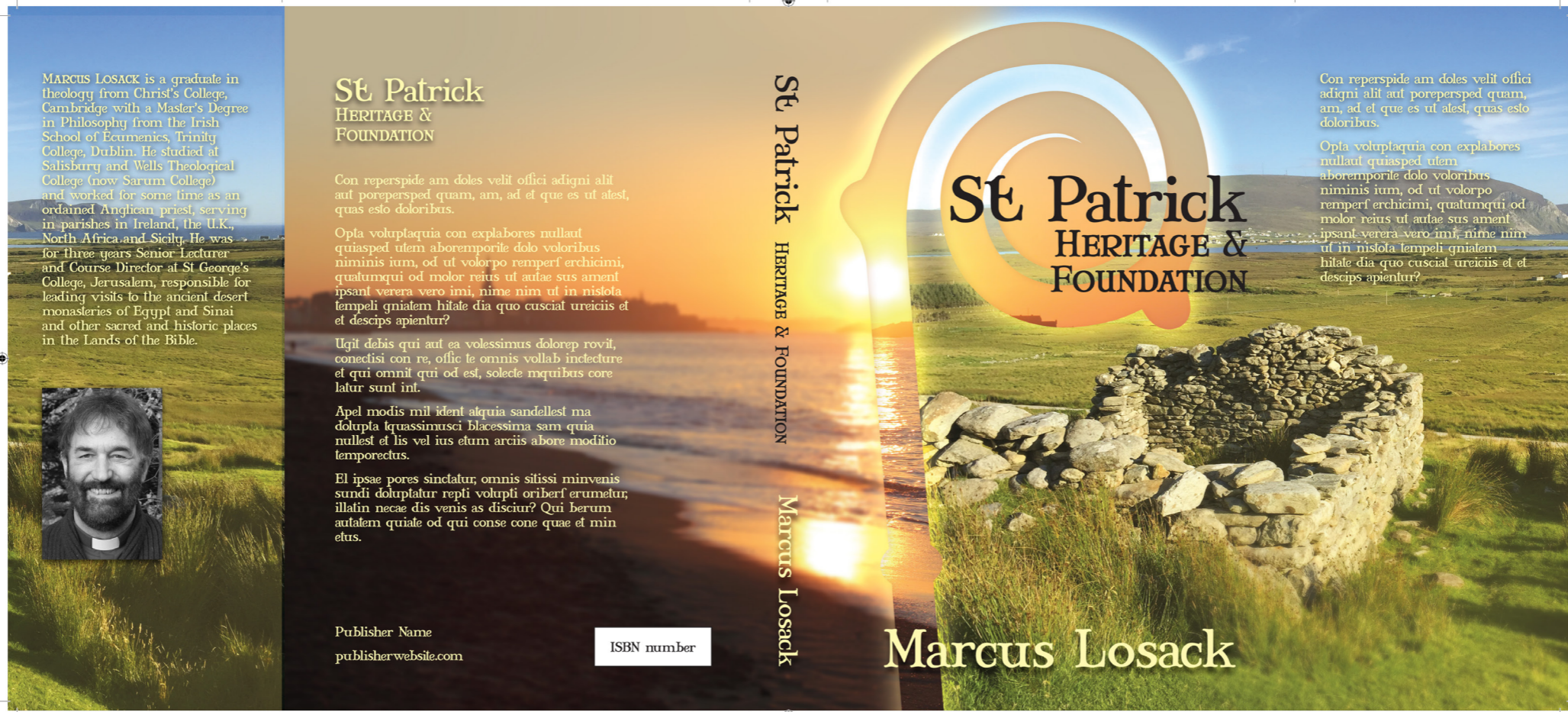
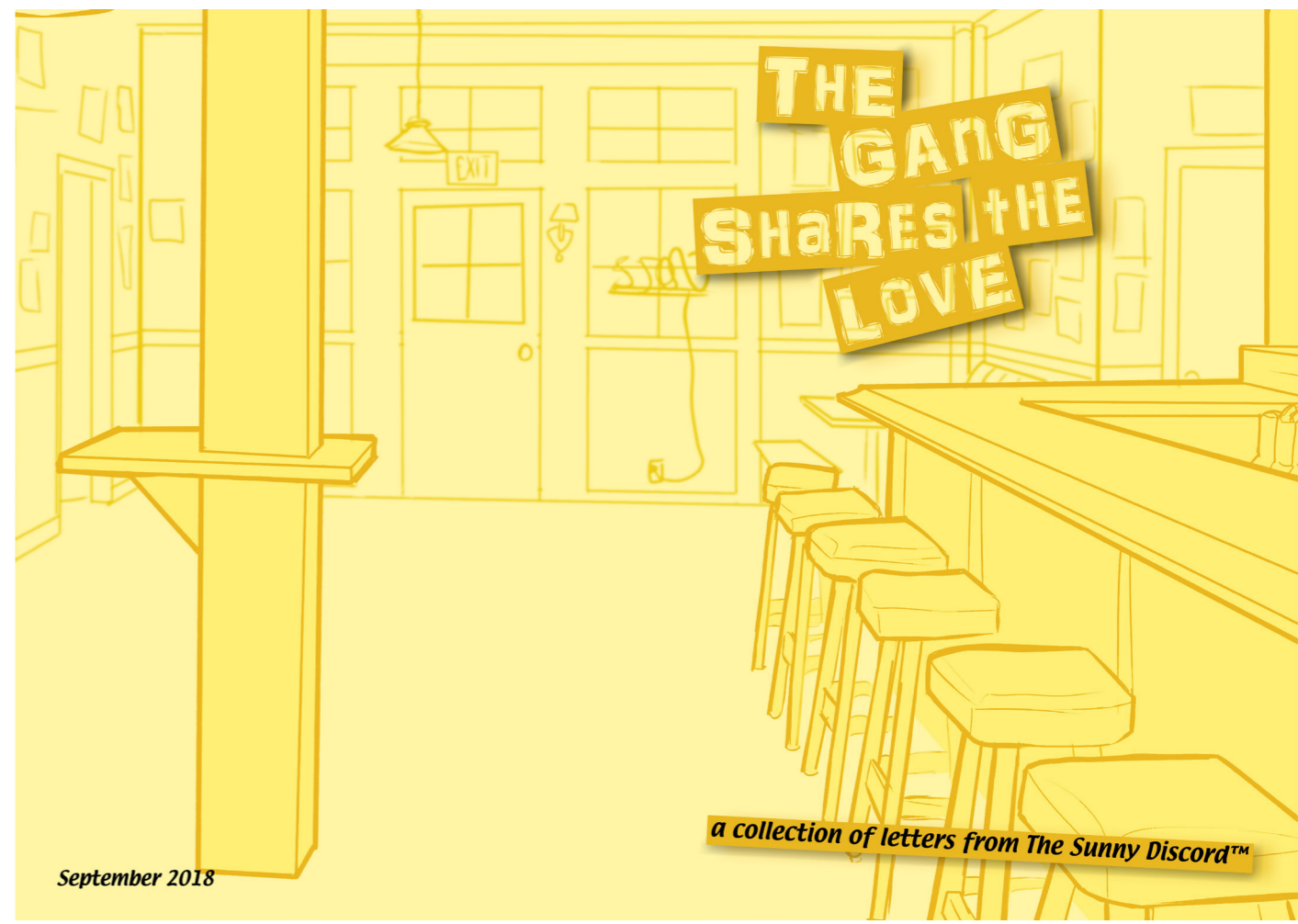
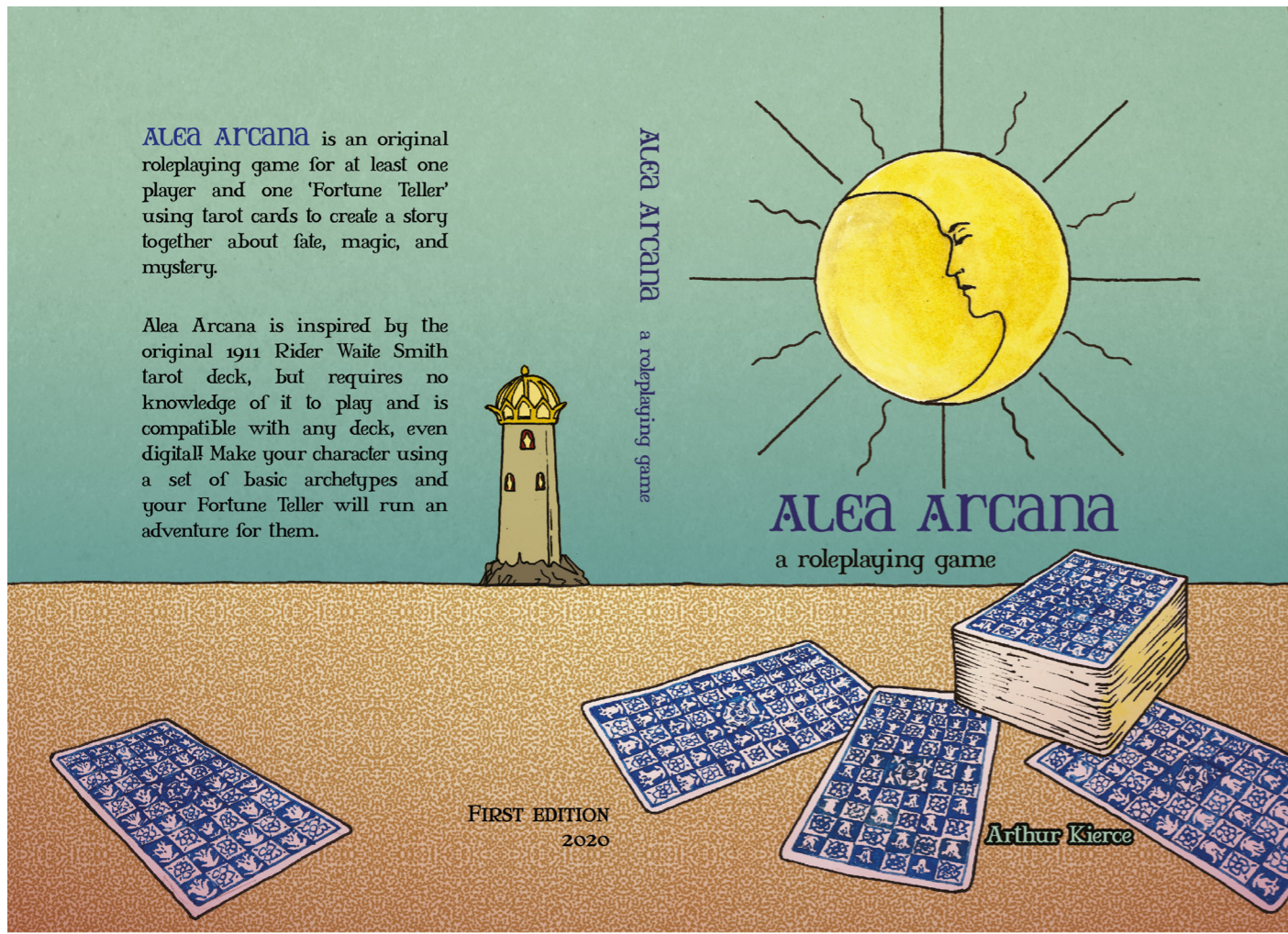
Logo Design

Social Media Advertisements

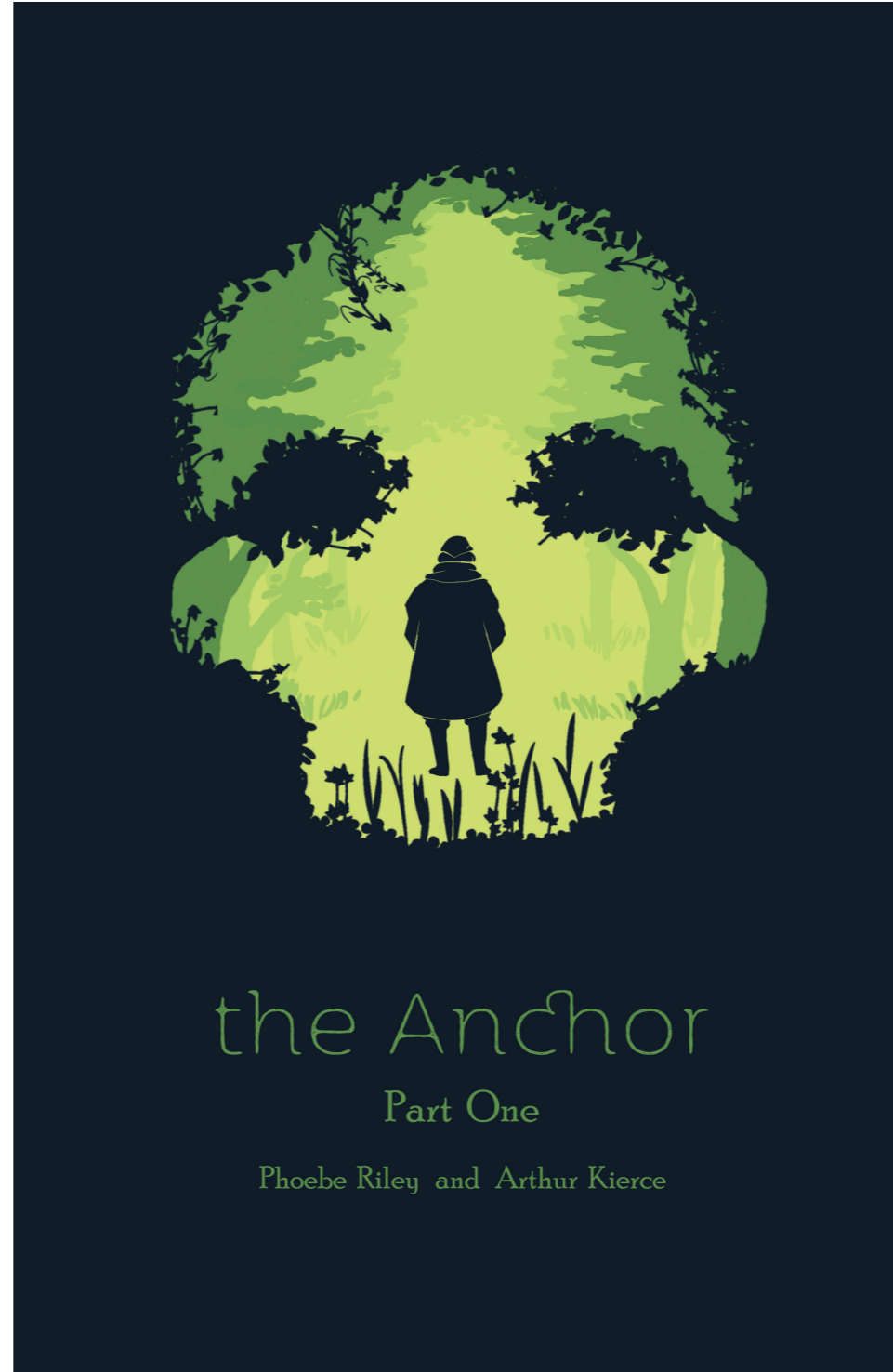
Illustration

Book Layout

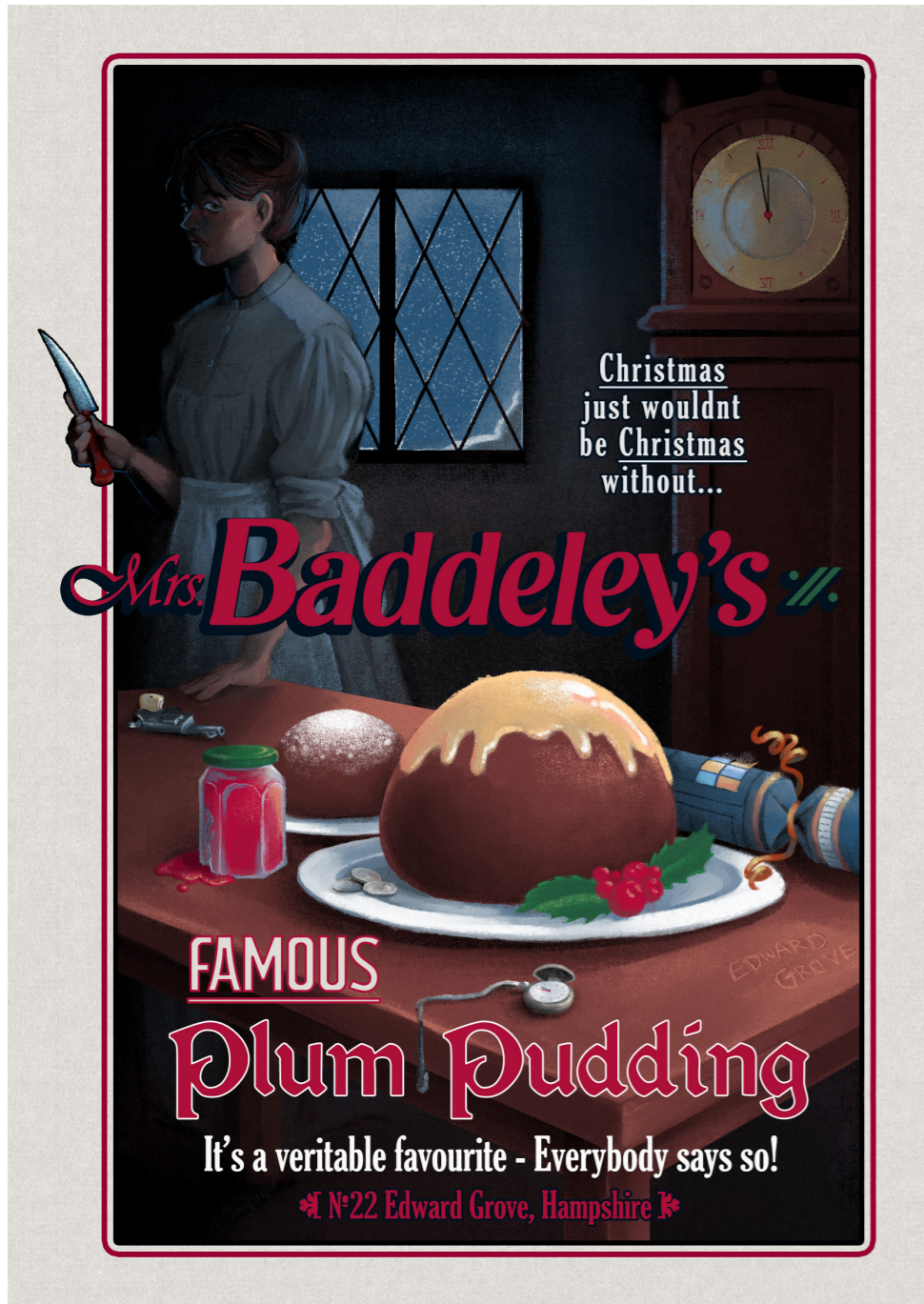
• BOOK COVERS •



• BOOK COVERS •



• POSTERS •



Christmas just wouldn't be Christmas without...

Mrs. Baddeley's

FAMOUS Plum Pudding

It's a veritable favourite - Everybody says so!

✿ N°22 Edward Grove, Hampshire ✿

EDWARD GROVE

The advertisement features a woman in a white dress holding a knife, a large plum pudding on a table, and a clock in the background.



THE GHOUL BOYS ARE BACK

The advertisement shows two men in trench coats and a hard hat, one holding a flashlight, standing in a dark, cave-like setting with glowing faces in the background.



"MY FAVORITE COFFEE" PRESENTS

What're Those?

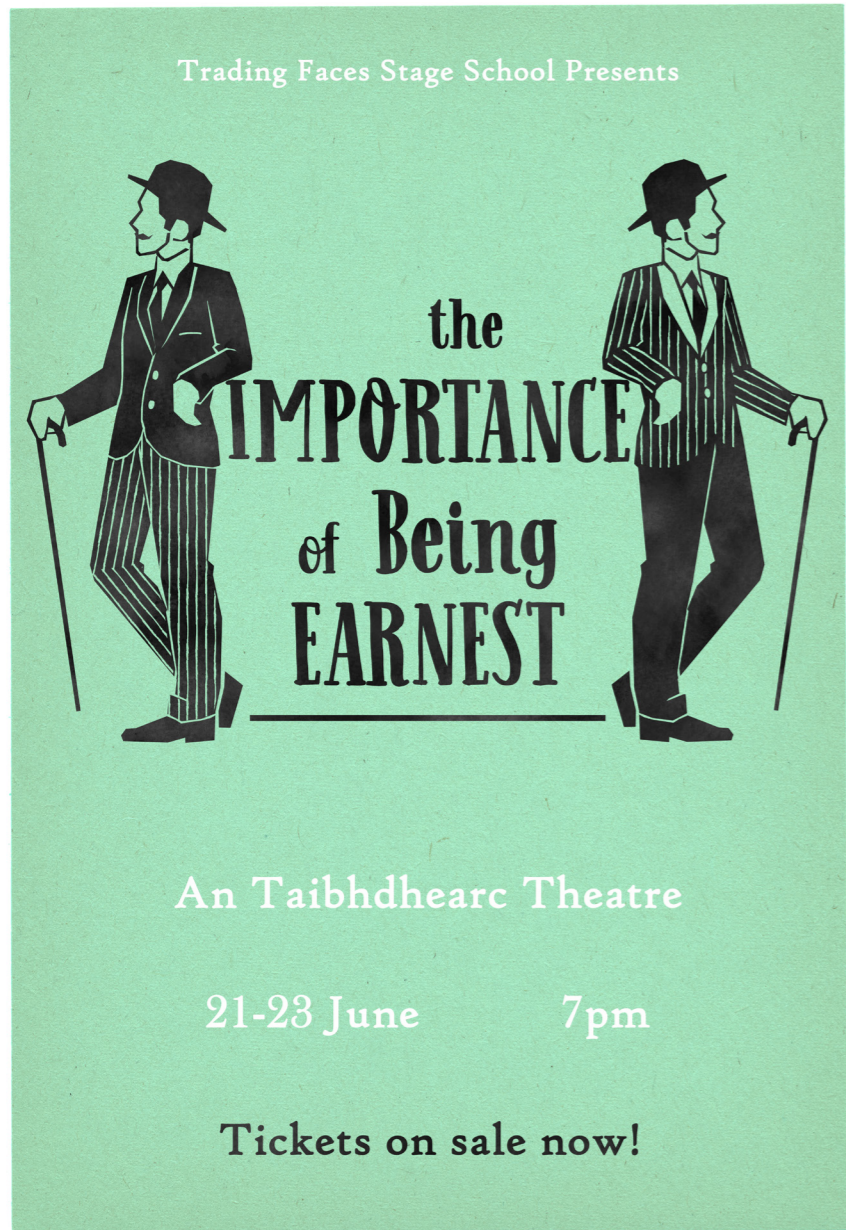
IT'S A NEW THING WE MADE UP! HOW MUCH MONEY IN THE WORLD IS IT DOES IT COST?

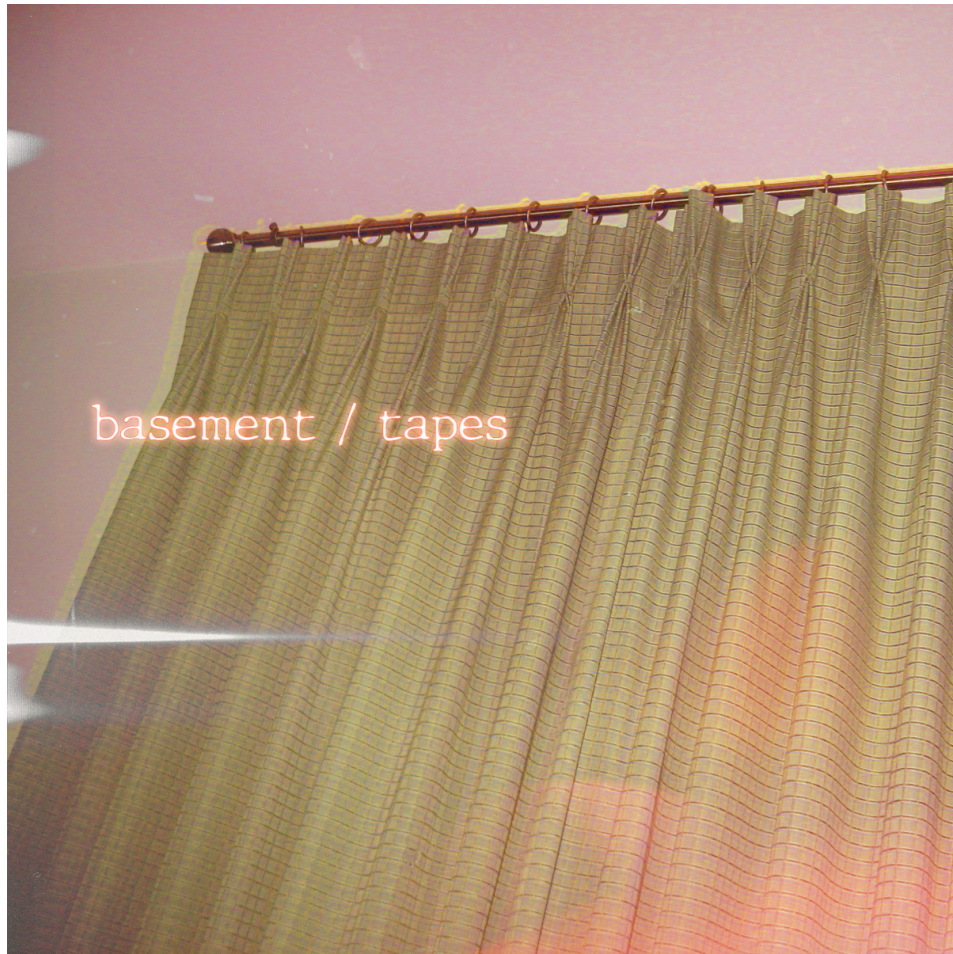
WITH HOST DAMIEN HAAS
EVERY OTHER FRIDAY AT 8:00 EST

ON SSMH-TV

The advertisement features a man sitting on a chair, looking at the camera.

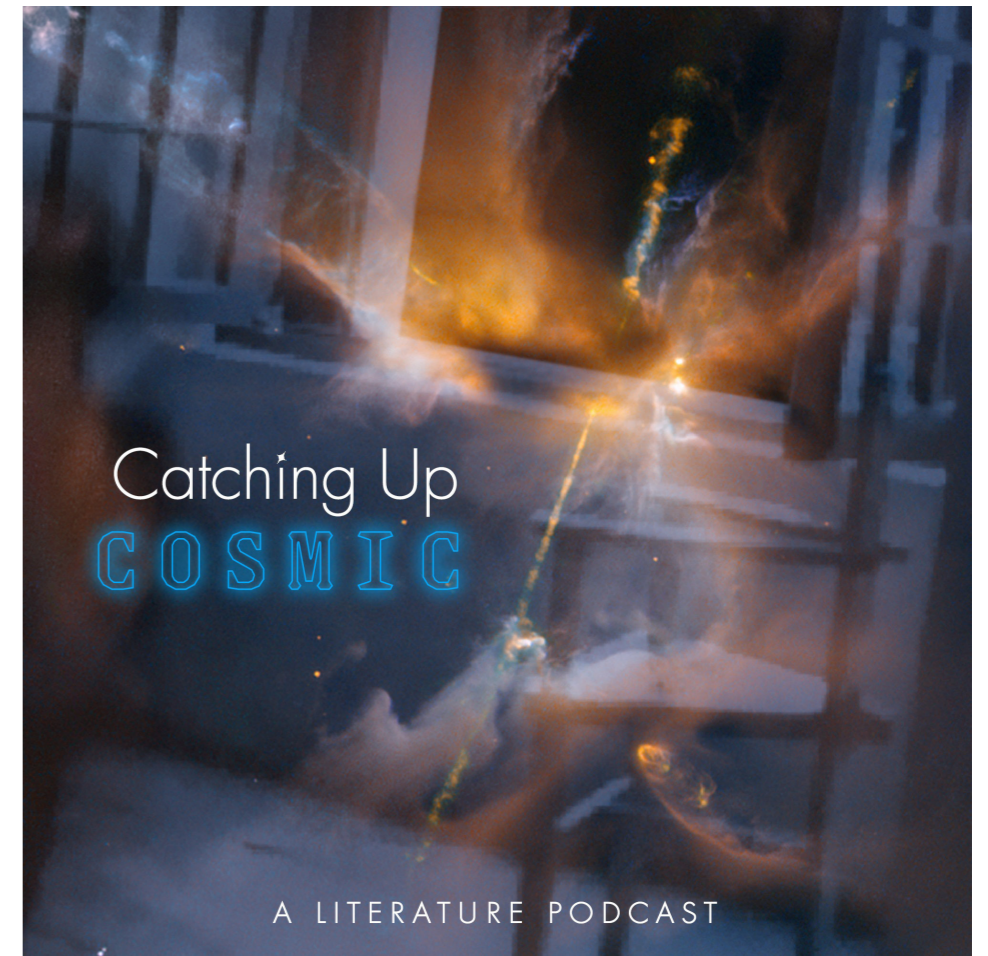
• POSTERS •





basement / tapes

• ALBUM ART •



Catching Up
COSMIC

A LITERATURE PODCAST



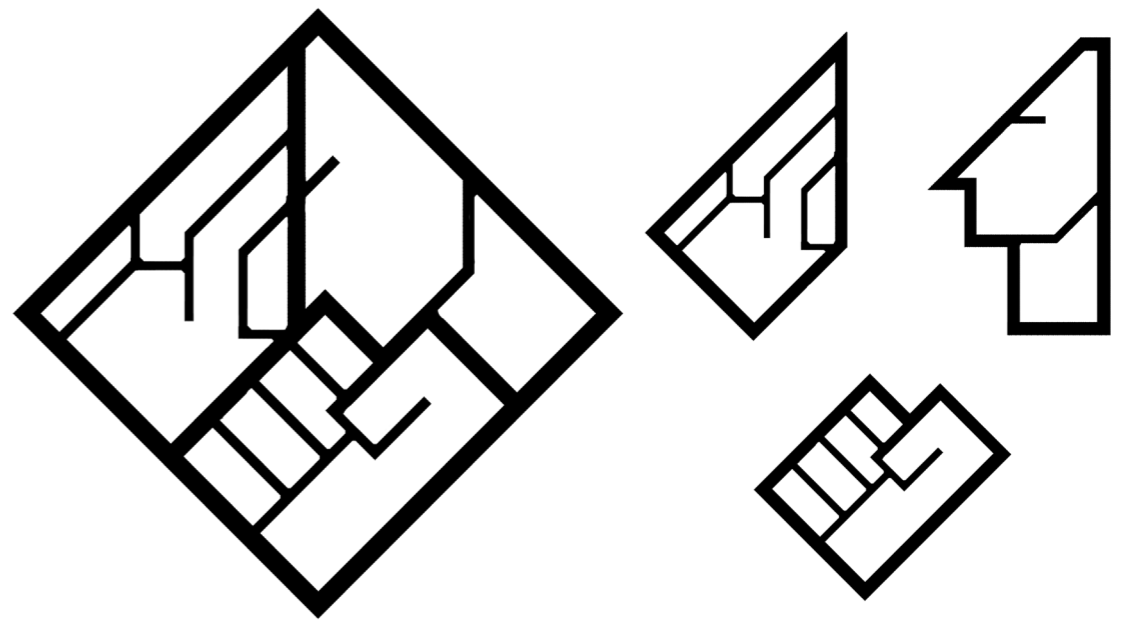
For Your
AMUSEMENT
A THEME PARK PODCAST

With RYAN BERGARA & BYRON MARIN



the high five

• LOGO DESIGN •






OUTREACH T.Y. MUSICALS

tradingfaces.ie
085 101 7766

- Fun Group Experience!
- Acting! Singing! Dancing!
- Stage Performances
- Professional Coaching

• SOCIAL MEDIA •
• ADS •



ADULT ACTING COURSE

If Acting for TV or film interests you
... book your place now!

Explore:

- Script Breakdown
- Creating the Character
- Improvisation
- Audition Techniques
- Self-taping
- Act in a short film




ARTISTIC DIRECTORS
 Claire Powers 085 101 7766
 Robbie Walsh 085 169 8947

CAMERA DIRECTOR & EDITOR
 Shane Mullarkey 085 786 6266



**THIS TIME NEXT YEAR!
AUG 2021**

- FLASH MOB DANCING
- SILENT DISCO
- SHORT FILM COMPETITION
- MUSICAL THEATRE PERFORMANCES
- OPEN MIC X-FACTOR
- REEL FOTO (VISUAL ARTS)
- CÉILÍ MÓR
- OUTDOOR CINEMA
- MASTERCLASS: 'HOW TO NAIL IT FOR STAGE AND SCREEN'
- BATTLE OF THE BANDS



Speech & Drama

- Master Public Speaking -
- Increase Confidence -
- Improve Communication, and - Interpersonal Skills
- Improve Clarity and - Fluency of speech
- Develop Performance Skills, - Voice, and Personal Awareness -
- Intro to Drama and Literature -
- Internationally Accredited - Solo Performance Exams
- Earn CAO Performance Points -
- Develop Teamwork, - Imagination, and Empathy -
- Make New Friends! -



Ardilaun Hotel, Taylor's Hill
tradingfaces.ie * 085 101 77 66

• ILLUSTRATION •



• ILLUSTRATION •



Selected pieces from a 2024 challenge to illustrate scenes from every story in the Raffles series by E.w. Hornung over the course of one year, spending only 1 day on each piece.

The full collection can be seen on my art blog at theonekierce.tumblr.com

LAYOUT


CARDS AND SUITS

Tarot Decks are made up of 72 cards, with a set of MAJOR ARCANUM numbered 0-21, each individually titled, and 4 suits of MINOR ARCANUM running from Ace to King. In this game, Minor Arcana cards are used in essentially the same way most games use dice, and Major Arcana cards have unique effects on the actions they're drawn for. If you're unfamiliar with Tarot, you should be able to easily tell Major from Minor cards by looking for a title at the bottom of the card (these will only be on Major Arcana) or looking for a Suit (these will only be on Minor Arcana)

CARD VALUES AND SHORTHANDS						
CARD	2 - 10	Page	Knight	Queen	King	Ace
VALUE	2 - 10	11	12	13	14	15
SHORTHAND		P	Kn	Q	K	A

While it may be easier if you're already familiar with tarot, Alea Arcana is designed to be completely functional without knowing any of the cards' meanings. Likewise, while the direct inspiration for the feel of the setting and gameplay is the Rider-Waite-Smith 1910 deck, you can play with any deck you want - including new interpretations or new art can even be a fun way to add more variety to your game!

You can decide if your game will use a shared deck in the center of the table, or individual decks for each person. The latter will have more randomised results and less reshuffling, but if not everyone has a deck the game works just fine. The basic order of play on page 8 goes into more detail about how drawing cards works.



THE FOUR SUITS OF THE MINOR ARCANUM

SWORDS, WANDS, PENTACLES, and CUPS

(Some decks will call Pentacles 'Coins' instead, but this guide will only use 'Pentacles')

In this game, each of the four suits is aligned with one of the four primary Abilities that each skill relies on.


SWORDS = BODY
Anything involving physical action or the body, including fighting, athletics, strength, constitution, etc.

CUPS = SPEECH
Anything involving social interaction, including charisma, deception, diplomacy, etc.

PENTACLES = SPIRIT
Anything involving magic, spirituality and fortune.

WANDS = MIND
Anything involving mental acuity, logic, knowledge, etc.

When you draw a card for an action, if the suit matches the ability you're trying to use, you'll get a bonus! The character sheet has the icons from above next to each skill so it's always easy to know what you're looking for.



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"Have you ever wondered how many stars we've seen, love?" Nastya asked, watching as light glistened off the surface of the glass in front of her. "Is it not wonderful how, no matter how many years we are alive, space never feels any less vast?"

Yes, it really is wonderful, Aurora agreed, the floor under Nastya humming a little louder. As for how many stars we've seen, I can offer you the sum of the stars we've individually seen, or just the number of those we've seen while together.

Nastya chuckled, shaking her head. "It's okay. I don't need the exact number. It is big, though, isn't it?"

Very, very big. And, not to be sappy.

"You're always sappy."

Maybe I am! Anyway, the number still isn't large enough to express my love for you.

"That was very sappy," Nastya shoved her shoulder against the wall adjacent to her. "But I could not agree more. We are lucky the rest of the crew isn't here, though. I can only imagine how much Jonny would groan and grumble about 'how insufferable the two of us are.'"

He is quite hypocritical, given how much of a romantic he tends to be.

"He really is!" Nastya agreed. "You should tell him as much when he returns."

I hope you don't mind mending bullet holes in my wall panels, then.

"You know I never mind doing repairs," Nastya insisted. "Not only is it my job, but it offers us an opportunity to spend time together."

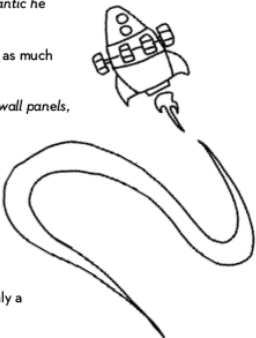
Oh and you say I'm sickly sweet, Aurora teased, her lights flickering in laughter.

"All I'm saying is that I enjoy doing my job. Being able to spend time with my wonderful girlfriend is only a convenient perk."

Just a convenient perk, you say? The lights flickered again, faster this time. Well, it is just us tonight, and knowing Ashes, I am not sure how much more time we will have alone before they burn down the entire planet. What would you like to do?

Nastya tapped her finger to her chin in thought. She always wanted to spend time with Aurora, either doing repairs, or simply talking to her girlfriend in a language that only they could understand, but Nastya felt as if that particular night called for something special-something they could not do with the rest of the crew on board.

"I have been practicing a song I want to play for you," Nastya said, rising slowly from her pile of




BASIC PLAY

- The Fortune Teller fills the role of a Game Master- describes the world, scenario, and actions of NPCs. The players describe their own characters actions.
- When the Fortune Teller says an action requires a check to see if it succeeds, draw one card.

IF THE CARD IS	IF THE CARD IS
MINOR ARCANUM:	MAJOR ARCANUM:
Card Number + Ability Modifier determines how well you do (basically equivalent to rolling 'd4') based on a difficulty class set for that action	An effect specific to that card happens. Check the Major Arcana Effects Table on page 10 - 11 to see a detailed list.
2-5 = easy	Unless the Major Arcana effect specifies otherwise, draw another card to get a number and suit from a Minor Arcana card.
6-10 = medium	If the Major Arcana card specifies that you can or must redraw, this occurs only once you draw a Minor Arcana card.
face card/ace = difficult	If you draw another Major Arcana, keep going till you get a Minor Arcana. Major Arcana effects stack unless they conflict, in which case the more recent card takes precedence.
An average difficulty action typically sets at 7	
Add +1 if the suit of the card matches a relevant ability. For example, if you draw 7 of Swords on attack action, it goes up to 8 because Swords is associated with Body.	

- On any draw, if you can creatively justify or explain why the specific card drawn would affect the results differently based on its meaning/imagery you can. The GM (and party) must agree.
 - ie. the Tower is normally an automatic fail but if you're trying to destroy or destabilise something, you could convince the DM to count it as a success.
- Reversed cards have no specific mechanical value, and may still succeed as normal, but will always have a somewhat twisted or diminished result from your intentions, which the Fortune Teller will come up with case-by-case. This can essentially be treated as a -1, or come up with something unique.



Before This One

Story
Ivy-alexandria

You sometimes wish they didn't say it:
Ivy Alexandria, our archivist and navigator!
There is a tone to it,
Jonny especially,
Like that's all you'll ever be

You had a name
before this one,
You remember it in dreams

You sometimes wish they didn't say it:
The crew of the Starship Auroral
There's a tone to it,
Nastya especially,
Like that's the only place you've ever lived

You had a home
before this one,
You remember it in dreams

You sometimes wish they didn't say it:
Roving through the galaxy!
There's a tone to it,
Brian especially,
Like that's all you've ever done

You had a life
before this one,
You remember it in dreams

Art Credits

- Cover
Miles Jonathan | saneshork | @saneshork
- Lucky Sevens
Eira Astrid | eirastrid 3
- You Can't Repair People, That's Why I Prefer Machines!
Ellis RGB | jonny-dykeville | @retropunk 6
- Lab Unsafety
Griffin | irradiatedsnakes 8
- Gunpowder Tin Vs. The Moon Kaiser
Claude | @sheepdraws | @the_sheep_draws 10
- Mucha Raffaella
Clary | smolghostings 13
- Roll Initiative
Ed | eosiar 15
- The Hanged Man
Archey | lidijadras 17
- Broken Sun
Gabriela | shaiyo | @shaiyo_art 23
- First Mate
Kate | @katezatti 25
- The Mechs Play Board Games (And It Doesn't Go Well)
Kay | kaytheoctocat 29
- Lost in the Cosmos Lonely
Caroline | @cosmic_creativity 34
- Prophet of the Sun
Aspen | asortofofichazn | @treesteeves 40
- POV: Raffaella la Cognizi Performs Unethical Experiments On You ASMR-
Lyndilla | this-cat-is-creepy 42