

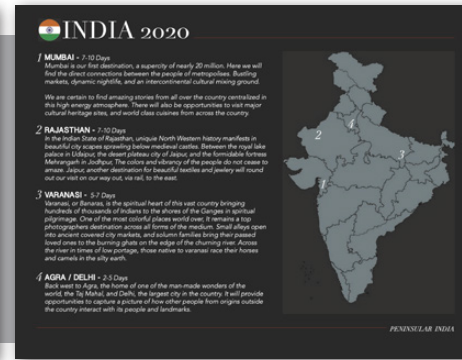
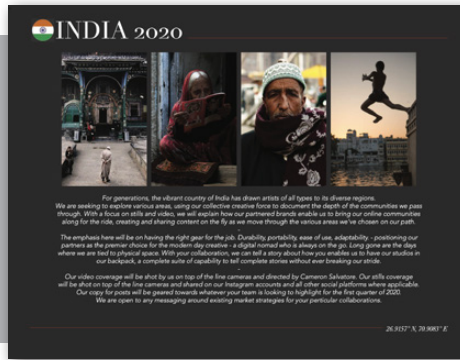
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Creative Directon / Art Direction

PITCH

- stakeholder alignment
- strategic planning
- deck creation



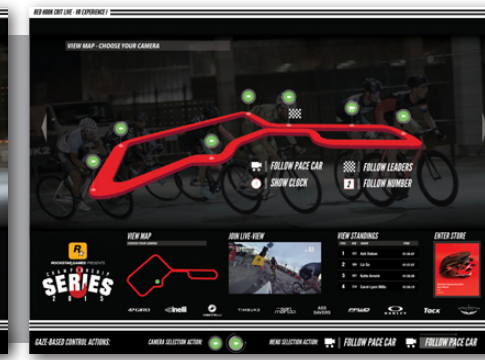
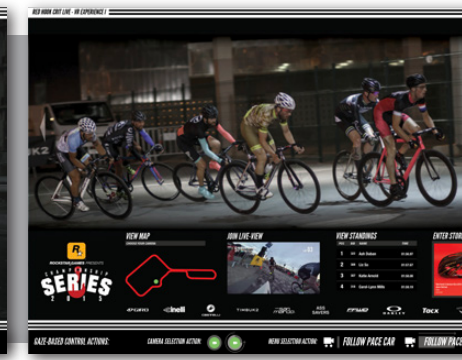
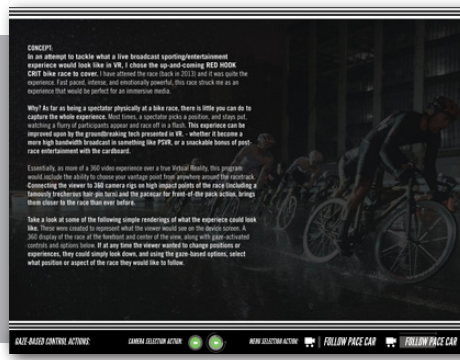
PRE PRO

- mood board
- story board
- call sheet

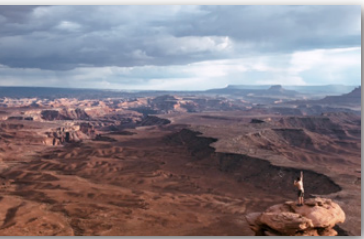
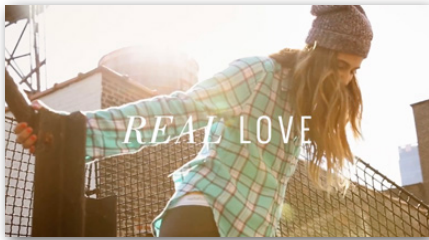
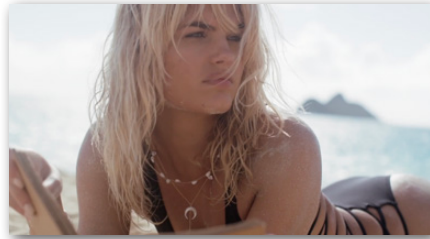


DEV

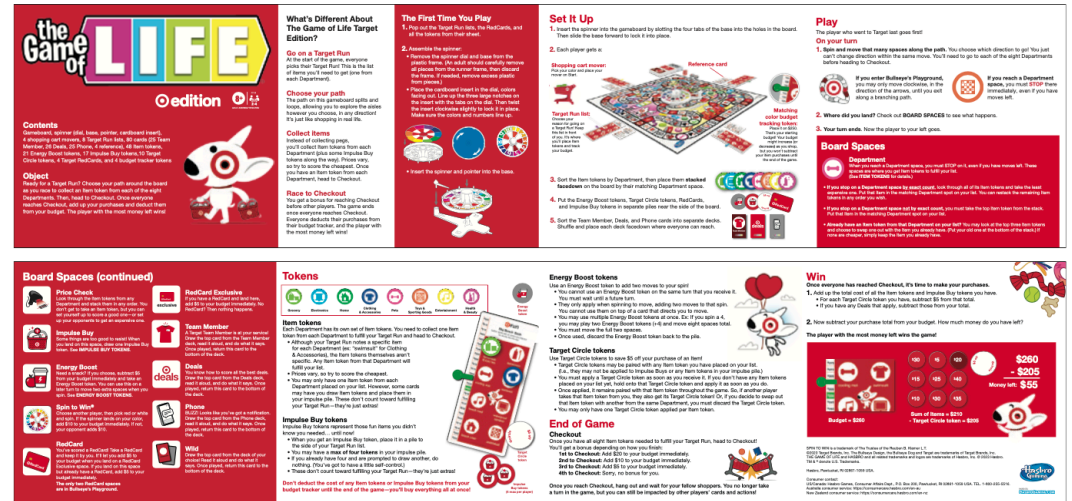
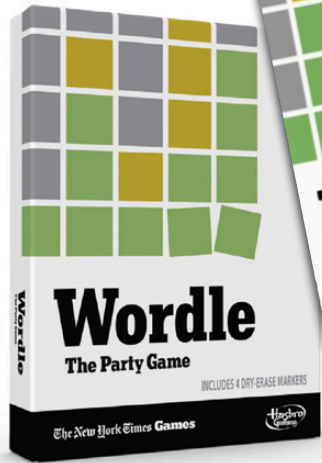
- ideation
- brand guidelines
- UX / UI



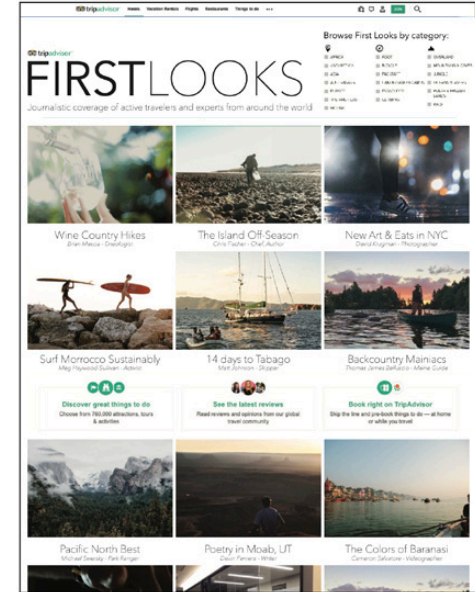
Video & Photo Production



Graphic Design (Product and Instruction)



Graphic Design (Digital)



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Joe Bradford, Senior Design Manager at Hasbro Games

Hey! I'm Joe Bradford, Senior Design Manager at Hasbro Gaming, and I had the pleasure to work alongside Cam on several projects, including Wordle: The Party Game, Clue Conspiracy and Monopoly Chance. In short, Cam is a Swiss army knife in the design world. Not only did Cam jump in and immediately become a valued part of the team, using his knowledge of user experience and graphic design to craft some of our best looking, easily understood multi-page instruction booklets; he also contributed beyond his day to day role and stepped up on numerous occasions to help Hasbro Games accomplish some of our best internal 'sizzle' commercials, beginning with writing and sketching out thorough storyboards, to filming and finally editing the videos with professional-tier results. Above all else, Cam is friendly, enthusiastic, and genuinely easy to work with. I hope our paths cross again in the future and would be pleased to work with him again.

Tess Hogan, Narrative Designer at Hasbro Games / Avalon Hill

I'm Tess Hogan, a Narrative Designer at Hasbro Gaming. I had the wonderful opportunity to work with Cameron on the Family games team in 2022, where we collaborated on games like Dungeons & Dragons Escape: Bedlam in Neverwinter, as well as several to-be-released Hasbro refreshes, and wholly original future favorites. In his time under contract as a Sr. Graphic Designer, Cameron exhibited an unmatched eye for cohesive aesthetic and UX design across game componentry and instructions, as well excellence in cross-collaboration between team members. He's enthusiastic, timely, and always willing to listen to feedback and go above and beyond to make the best game experience possible.





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See case studies, reels and other work for my previous clients: www.cameronsalvatore.com - I Look forward to speaking with you about solving your creative needs.



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