



Louie Mantia

Artist & Designer

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Founder & Designer

Parakeet • Portland • February 2015 – Present

Creating illustrations for clients like Barilla, Facebook, Nike, Pixar, and Twitter.



Founder & Designer

Junior • Portland • April 2018 – Present

Making playing cards from around the world approachable and accessible.



Founder & Designer

Pacific Helm • San Francisco • March 2012 – February 2015

Created apps, icons, and logos for clients like Adobe, Pantone, and Target.



Design Contractor

Walt Disney Imagineering • Glendale • September 2013 – February 2014

Created over 40 illustrations for Mickey Avenue in Shanghai Disneyland.



Visual Designer

Square • San Francisco • August 2011 – March 2012

Contributed visual design for Wallet, Register, and unreleased products.



Visual Designer

Apple • Cupertino • April 2010 – August 2011

Contributed visual design for iTunes, iPhoto, iBooks, iMovie, and GarageBand.



Designer

The Iconfactory • Greensboro • November 2008 – April 2010

Created icons for clients and designed iOS applications.



Design Contractor

Obama '08 • Mountain View • October 2008 – November 2008

Designed the very first iOS app for a US Presidential candidate.



App Designer

Tapulous • Palo Alto • March 2008 – October 2008

Designed the first #1 game for iOS, Tap Tap Revenge.