

Thomas Arocho
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Mission Statement: Thomas Arocho is an innovative, creative, and imaginative illustrator who relentlessly brings even the most outlandish ideas to life so everybody's lives can feel a little less bland.

As a designer, I see myself as a specialist. I refer to this term because I am strictly dedicated to illustration, but specifically character illustration. This type of graphic design has always been a huge interest of mine. My love for character illustration is obsessive to the point that I do find other forms to be boring, and purely uninteresting. All of the other design feel so standard, and brutally repetitive that I just do not care for them. At least illustrating makes me feel as if I am creating something that was unheard of until I brought it to life.

Aside from being a specialist, I see myself as a designer who is not a multitasker. I prefer to spend quality time on one great project so I can stand out more with each finished piece as opposed to rushing out lame ones. Based on past experiences, rushing out one project after another makes me feel very "meh", as opposed to being spectacular. With just doing one project at a time, I can create great designs that can look polished as well as refined. Just going by quantity looks very below average, and it doesn't represent what I actually can do, so I tend to avoid that scenario as much as possible.

Despite not being a multitasker who takes his time for better results, I tend to get bored really fast. However, this only applies to subject matter that I find uninteresting. An example of this would be corporate identity design. The idea of corporate identity is so bland that I would design something decent enough to just finish it and never look back. It's one thing to spend time making something great, but getting rid of lame projects is sometimes the only answer present. At least I won't have to worry about it anymore.

Lastly, I find myself to be a dedicated designer. Regardless of how lame a project could be, I would never give up on it (unless nobody said that I couldn't). After all, my grades do rely on projects to actually be finished. If I decide to abandon a harmless project, then there's no point on designing. The only way that I know can work is to just refuse it instead of saying yes. I will keep on until I decide that it will be over for me.