



QUALIFICATIONS SUMMARY

- 13+ Years Design and Creative Career
- Project Management
- Team Management
- Advanced Web Design and Development
- Video Editing & Motion Design
- Interactive Game Design and Development
- Advanced Interactive Flash Design and Development
- Advanced 3D Computer Animation
- Sound Design
- Advanced (Traditional) Animation
- Storyboarding & Visual Storytelling TV, Film, Animation, Web

COMPUTER SKILLS

- Adobe Photoshop CC, Premier CC, After Effects CC, Illustrator CC, InDesign CC
- HTML5, XML, CSS3, Javascript, PHP
- Flash CC, Action Script 2&3
- Painter, Corel, Quark, ProTools
- CMS Enviroments
- 3D Studio Max, Microsoft Office, Dreamweaver, Power Point

STRENGTHS

- Ability to work in fast paced environment and produce quality product.
- Experience working with large to small scale client base.
- Creative and original thinking skills
- Ability to work collaboratively
- HTML, Javascript, Flash Action Script | Problem-Solving and Design
- Well Organized
- Excellent time management skills
- Familiarity with film creation process | Technical Oriented

PROFESSIONAL EXPERIENCE

University of Washington. Seattle, WA 2016-Present

Interactive Art Director

- Provides creative oversight, including art direction and design execution, for all University Marketing & Communications (UMAC) digital art projects to ensure brand standards are met and the highest quality creative product is achieved.
- Oversees all UMAC video projects; works collaboratively with UMAC leadership to align video production work with the brand strategy; supports the objectives of integrated marketing and communications plan through the strategic development of video content.
- Provides day-to-day creative oversight and direction for UW web and digital properties managed by UMAC, including the UW Homepage and other top-level pages.
- Mentors and develops creative staff to achieve highest standards of visual expression in digital form.
- Manages the budget of interactive art projects with discretionary authority.
- Works closely with the Assistant Director, Design & Production, grows interactive art design capabilities on the UMAC team.
- Leads project teams, including guidance and oversight of workflow and general project timelines.

ReviveHealth. Nashville, TN 2015-2016

Senior Interactive Designer

- Serves as an internal digital evangelist to drive new thinking and client solutions throughout the organization.
- Develops creative and conceptual vision for projects and executing high quality integrated communications against strategic business objectives.
- Collaborates with client services and working with other members of the creative team to deliver high-quality creative products on time and within budget.
- Serves as the design lead for multiple projects across all practice areas, coordinating with internal and external resources.
- Supports visual design development throughout the entire creative lifecycle, from initial explorations through final design deliverables.
- Designs all campaign elements with a detailed attention to results, working closely with analytical and research teams to ensure that testing and measurement is integrated into the design framework.
- Ensures that design elements are informed by market and user research.

Trailer Park, Inc. Hollywood, CA 2014-2015

Art Director

- Conceptualizes and contributes "big ideas" for digital and integrated campaigns, including but not limited to: websites, content, online/mobile advertising, games, apps, social media executions and experiential stunts.
- Participates as a creative team member in new-business development efforts from brainstorming through designing pitch comps.
- Designs/animates creative concepts for multiple clients that meet as well as exceed their needs and expectations.
- Follows creative direction of CDs and receives input from account management team.
- Collaborates well in groups of other designers, developers, User Experience/Information Architects and Producers to ensure the best overall outcome of our projects.

Sony Pictures Imageworks, Culver City, CA 2007-2014

Interactive Designer

- Interactive web design and development
- Award Winning Flash Design & Development
- Project Management for Flash interactive games, immersive sites, and apps
- Developed and Designed HTML and Flash assets for use in Domestic and International Digital Marketing
- Repurposed interactive marketing materials for use in Domestic and International territories

Sony Pictures Imageworks, Culver City, CA 2005-2007

Web Developer

- Interactive web design and development
- HTML5/XML/CSS3/Javascript/PHP Design & Development
- Worked closely with other designers to develop multi-platform sites.
- Built assets for Domestic with ease of internationalization and repurposing in mind.
- Developed interactive marketing materials for use in Domestic and International territories

Loyola Marymount University, Los Angeles, CA 2006

Flash Instructor for Interactive Animation

- Instructed students with beginning Flash and Actionscript
- Educated students in Flash game design and web development
- Managed lesson plans and assignments
- Taught students coding techniques and animation in a Flash environment

EDUCATION

LOYOLA MARYMOUNT UNIVERSITY, Los Angeles, CA

- Bachelor of Arts, Animation Major/ Studio Arts Minor 2005
- Emphasis in Computer Animation/Flash Game Design