



Award-winning artist with over 20 years of professional experience, doing everything from game development and UI/UX, to illustration and animation. Now primarily focused on art direction and motion graphics. Insatiable hunger to learn, an equal balance of methodical left brain & imaginative right brain thinking, and a passion for creating smart, dynamic, lustrous art.

Software

After Effects Cinema 4D Premiere Pro CC Photoshop CC Illustrator CC InDesign CC

Animate CC

Audition CC

Skills





Hobbies







Table Tennis

Drummina

Education

Syracuse University Graduated with a BFA in 1996 Majored in CG and Illustration

Experience

Assoc Creative Director @ MotorTrend, LA 2014 - present Oversee graphics for shows on the MotorTrend network. Principle designer and animator for shows' graphics packages.

Creative Director @ Hallmark eCards, LA Art directed over 30 eCards by artists on and off site. Wrote and created many directly. Recruited and managed talent. Established brand identity.

Lead Designer @ Disney Interactive, LA Played a major role in the development of kids' virtual worlds. Art directed external vendors. Designed UI from wireframe thru completion.

Art Director @ Large Animal Games, NY 2006 - 2009 Designed, illustrated & animated over a dozen casual and social games. Managed & mentored junior thru lead artists. Used Agile Methodology.

Sr Game Developer @ Warner Bros, LA 2003 - 2006 Single-handedly created over 25 games and activities from concept thru completion. Designed, coded and animated using Flash & Actionscript.

Media Director / Animator @ IBM, LA 1999 - 2001 Built interactive sites and application demos. Animated sizzle pieces.

Interactivity Designer @ Icon Medialabs, NY Authored interactive kiosks, CD-ROMs and games. Illustrated & animated.

Awards and Patents

US Patent 9,244,588 B2 | Disney Interactive Facilitating Group Activities In A Virtual World. Co-developed a system of

initiating activities in a virtual world and engaging other avatars.

2005 ProMax Gold Award | Warner Bros Created promotional banners and original games for Kids' WB!'s Ooh Ooh Ahh Ahh Island! campaign.

One Show Gold Award | Icon Medialabs 1999 Animated and coded interactive, touch-screen kiosks for permanent installation in the Mashantucket Pequot Museum and Research Center.

2016