

I'm a traditionally trained fine artist who fell in love with digital painting and found a home in the game industry. My objective is to conceptualize and create amazing art for social or mobile games. I also have a strange affection for the giant squid.

EXPERIENCE

Playdom (Disney Interactive) - MOUNTAIN VIEW CA

Graphic Designer & Artist, December 2009 - Present

I'm responsible for visually developing and implementing design concepts for a wide range of marketing and promotional materials. I utilize assets delivered by game studios to advertise game launches and other promotions. I also create original concept and production art on an as-needed basis; everything from atmospheric digital painting to tight, vector-based icon sets.

SELECTED PROJECTS:

2D Artist, Unannounced Project

2D Artist, Market Street

Visual Designer, Marketing takeover of MySpace Fashion Channel

Illustrator, Lucky Farkle

Aorta Magazine - SAN FRANCISCO CA

Visual Designer & Illustrator, September 2010 - Present

Aorta is a non-profit collective that publishes a bi-annual glossy art magazine. I create pro-bono illustration and design assets for the magazine, website, and other collateral. I work closely with the editorial staff as well as other designers to develop bold, colorful article layouts and typographic treatments.

Cosmonaut - SAN FRANCISCO CA

Owner and Lead Designer, August 2007 - October 2009

Cosmonaut was my personal line of handmade products. I was responsible for all aspects of running the business, including design, production, participating in retail events and managing wholesale and consignment accounts.

School of the Arts - SAN FRANCISCO CA

Instructor, Intro to Drawing and Painting, September 2007 - June 2008

I taught 9th graders how to draw and paint from life using pencil, charcoal, and acrylic. The curriculum also included composition and art criticism.

Green Halo Designs - OAKLAND CA

Jewelry Production Assistant, September 2006 - October 2007

I assisted the lead jewelry designer with creating style sheets, production of jewelry for order fulfillment, and additional graphic design projects on an as-needed basis.

EDUCATION

Renaissance Entrepreneurship Center - SAN FRANCISCO CA
Business Planning Course, 2007

Academy of Art University - SAN FRANCISCO CA
BFA, Fine Art, 2001 - 2006

SKILLS
INCLUDE

SOFTWARE

Photoshop, Illustrator, InDesign,
Corel Painter, Word, Excel, Outlook

PROJECT MANAGEMENT

Basecamp, Dropbox, Jira

HARDWARE

Mac/PC, Wacom and
Cintiq tablets