



SUMMARY

I'm a designer, an illustrator... that dorky dude you want to get to know. A multidisciplinary creative leader with industry experience in visual design for UX/UI design, responsive web, mobile application design, social media campaigns, and concept illustration for TV/Film and gaming. Quick and motivated, both as a collaborative team leader and individual contributor.

PROFESSIONAL HISTORY

Epsilon **Senior Art Director** **Sep 2014 - present**

- Led the concept and visual design projects for a variety of clients including, but not limited to, **Google**, **Hitachi Data Systems**, **American Express**, **Oceanic Scales**, **Delta Airlines** and more.
- Create range of design concepts and present them directly to client; work closely with client to achieve desired visual aesthetic that maintains client's look, tone and feel of their brand.
- Partner with User Experience designers and Developers to analyze, organize, execute designs and develop fluid experiences that are simple, well-designed, social/interactive and intuitive.
- Simultaneously balance multiple projects from concept, production and onward to developer handoff.
- Mentor and collaborate with supporting members of design teams on each project.

Zynga, Inc **Associate Art Director, ChefVille, CoasterVille** **May 2011 - Mar 2014**

- Led and mentored an art team of over twenty illustrators, animators and UI designers, assisting each individual with his/her creative career growth and the development of the art team as a whole.
- Developed design of *ChefVille*'s gameboard assets, UI elements, animation assets and marketing promotion materials, and social media engagement.
- Advised the art direction of business partnership materials for **California Milk** and likenesses of Chef **Jamie Oliver** and **Food Network's Robert Irvine**.
- Implemented project management processes and asset infrastructures to streamline creative production.
- Established and managed relationships with all domestic and international outsourcing vendor accounts.
- Communicated frequently with studio leadership and other departments to facilitate creative collaboration.
- Prior roles at Zynga include **Art Producer (interim)**, *ChefVille*, **Outsource Art Director**, *ChefVille* and *CoasterVille*, and **Senior Artist**, *ChefVille*.

DNA Games **Graphic Designer, Casino City, Barworld, and Slot City** **Aug 2010 - May 2011**

- Created in-game, character animation, and user-interface assets for *Casino City*, *Barworld*, and *Slot City*.
- Successfully and aggressively collaborated with the studio to concept, build and launch *Slot City* in three weeks which quickly drew several hundred thousand players.
- Created marketing advertisement assets and cross-promotional materials to further the overall engagement and monetization of *Casino City* and *Barworld*.
- Established and directed the visual style of *Slot City*.

SKILLS & TOOLS

Adobe Creative Suite (Photoshop, Illustrator, InDesign, AfterEffects, Lightroom, Dreamweaver) • Sketch • Flinto • Google Noodl • InVision • MarvelApp • JIRA • Creative Direction • Concept Design & Illustration • UX/UI Design • Responsive Web Design • Mobile Application Design • Game Design • 2D animation • Storyboarding • Social Media Campaign Design • Graphic Design • Project Management • Team Leadership & Mentorship • Asset Infrastructure Organization • Problem-Solver skills • ability to receive and give Constructive Criticism • Flexible, Quick and Adaptive • Passionate and Confident

EDUCATION

San Jose State University, Bachelor's Degree of Fine Arts - *Focus in Animation & Illustration* **2008**