



SUMMARY

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

PROFESSIONAL HISTORY

Beyond **Senior Visual Designer, Contract Creative** **Apr 2017 - present**

- Contract Art Director and Senior Designer for a variety of **Google** projects - designing for a variety of Google needs including, but not limited to character design, illustration, animation, responsive design.

Mobcrush **Senior UX/UI Designer, Contract Creative** **Jun 2017 - Oct 2017**

- User Experience and User Interface designer for Mobcrush's next generation core products across iOS, Android and, Desktop Mac platforms.
- Collaborate closely with Product, Marketing, and Engineering leads to design the optimal experience for the growing Mobcrush userbase, utilizing user persona research and analytics of current products, as well as conducting competitive analysis.

Epsilon **Senior Art Director, Digital Experience Design Team** **Sep 2014 - Apr 2017**

- 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, San Diego Zoo**, and more.
- Created range of design concepts and presented them directly to clients, working closely together to achieve desired visual aesthetic, tone, and feel of their respective brand.
- Partnered with User Experience designers and Developers to analyze, organize, execute designs, and develop fluid experiences that are simple, well-designed, social/interactive and intuitive.

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

- Assembled, led and mentored an art team of over 20 illustrators, animators, and UI designers.
- Developed creative vision of *ChefVille* and related game assets, UI, animation, social media, and marketing.
- Advised the art direction of business partnership materials for **California Milk**, 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 vendor accounts.
- Prior roles at Zynga include **Art Producer (interim)**, **Outsource Art Director**, and **Senior Artist**.

ADDITIONAL PROFESSIONAL HISTORY

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

YesVideo, Inc **Graphic Designer, Marketing** **Nov 2005 - Aug 2010**

EA Games **Production Assistant, Intern, Dead Space, Godfather II, Inferno** **2008**

SKILLS & TOOLS

Adobe Creative Suite • Sketch • Zeplin • Flinto • Google Noodl • InVision • MarvelApp • JIRA • Creative Direction • Concept Design & Illustration • UX/UI Design • Responsive Design • Mobile App Design • Game Design • 2D animation • Storyboarding • Social Media Campaign Design • Project Management • Team Leadership & Mentorship • Problem-Solver • Flexible, Quick and Adaptive • Passionate and Confident

EDUCATION

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