

EXPERIENCE

Art Director, UX Designer

Contractor - Seattle, WA

February 2006 - Present

- Create project proposals, site maps, wireframes
- Design and animate websites, games, apps
- Present work to clients

Senior Art Director (Contractor)

Y&R Group Seattle - Seattle, WA

January 2013 - December 2014

- Collaborated with copywriters and strategists designing web and print campaigns
- Presented work internally and to T-Mobile marketing teams

Art Director

September 2004 - February 2006

Media Revolution - Los Angeles, CA

- Designed and animated entertainment websites, games and banner campaigns
- Managed work orders and quality control with China production team
- Collaborated on multiple jobs with varying deadlines

Senior Web Designer

Bleu22 Studios - Culver City, CA

July 2003 - July 2004

- Designed and animated websites, games and banner campaigns
- Collaborated with producers, programmers and designers
- Managed multiple jobs with varying deadlines

Web and Print Designer

December 1999 - July 2003

- Contractor Los Angeles, CA
- Designed websites, print and corporate identity materials
 - Collaborated with art directors, producers and programmers
 - Managed multiple clients and jobs with varying deadlines

Graphic Artist, Sample Processor

Quake City Casuals - Los Angeles, CA

February 1996 - November 1999

- Created and edited artwork for promotional headwear
- Managed design team schedule
- · Coordinated quality control with production staff

SKILLS

Software

Photoshop, Illustrator, InDesign, Dreamweaver, Flash, After Effects, Logic

Axure, OmniGraffle, Keynote

Programming Knowledge

HTML, CSS, JavaScript, XML, PHP, ActionScript 3

Hand Skills

Marker sketching and storyboarding

EDUCATION

UCLA Extension

Certificate in Computer Graphics

Los Angeles, CA

June 2001

University of Washington

Bachelor of Arts in Communications/Advertising

Seattle, WA

August 1994