

## An eye for aesthetics, a mind for order.

With an extensive background in illustration, graphic design, and animation for consumer goods, I've cultivated a strong eye for aesthetics that speak to the regular person. Add a budding fascination with user experience and my personal attention to detail & mind for order to the mix, and I'm ready to help you make something that will truly sing to your users.

## Work Experience

### Apple

Marketing & Communications Division

Graphic Production Artist, July 2014 - Present

Contracted through TEK Systems. Oversees the visual quality of marketing materials, creating final graphics (based on Production Design layouts) for the Apple.com website, Apple Store iOS app, direct marketing materials, and Smart Sign informational iPads in retail stores.

### Oak & Mint Creative

Freelance

Creative Director, June 2013 - Present

Highlights include interface art & design for Spin For Good (primarily main lobby), creating UI design, art, and animations for Mondo Studios' "Superstar Switch" game for WWE, and animating assets for Mondo Studios' "Dog with a Blog" game for Disney.

### Zynga

Zynga Plus Casino

2D Artist, April 2013 - June 2013

Created, modified, and animated assets from Zynga games to create Zynga-game-themed casino games. Created UI artwork matching existing style guidelines. Created materials for advertising and direct marketing to players.

### Unreleased Title

2D/3D Artist, October 2012 - March 2013

Created decorations, enemies, and other non-character assets in Photoshop, and animated in Flash. Concepted game map layouts. Modeled & textured sample buildings from teammates' concept art.

### FrontierVille

2D Artist, April 2011 - October 2012

Vectored, painted, & animated characters, animals, decorations, icons, event dialogs, and every other type of asset in the game using a medley of Adobe Photoshop, Illustrator, and Flash. Deadlines were most often very short.

## Education

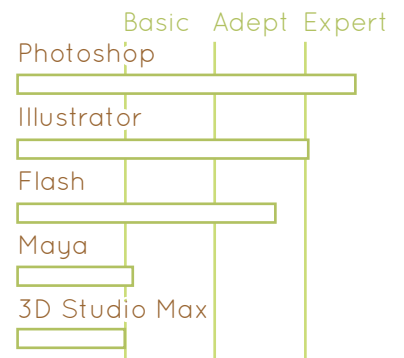
### Ringling College of Art & Design

Bachelors of Fine Arts

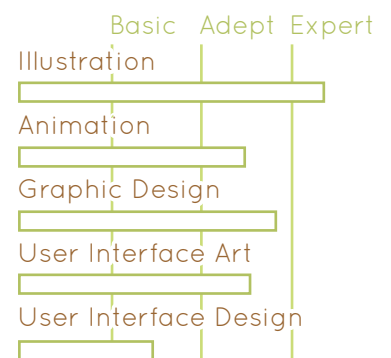
Illustration

August 2002 - May 2006

## Pro Tools



## Pro Skills



For a full work history, please visit my LinkedIn profile.