

graphic designer 3D artist user interface design  
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## OBJECTIVE

To solve design problems in guest and user interfaces, experiences, and interactions through research-driven design for video games.

## EDUCATION CMU + UCONN

### Carnegie Mellon University (CMU) - Masters of Entertainment Technology

Fall 2006 - Spring 2008

A graduate program focused in training students to work on cross-discipline teams of artists + programmers under tight deadlines with real-world clients to create video games and theme/location-based entertainment.

### University of Connecticut (UConn) - Bachelors of Fine Arts: Communication/Graphic Design

Fall 2000 - Spring 2006 - Napier Foundation Scholarship 2004 + Undergrad Research Fund 2004

An undergraduate program that establishes well rounded art fundamentals in printmaking, photography, illustration, sculpture, and graphic design taught by graduates of the Yale School of Design.

## PROFESSIONAL EXPERIENCE 1997 - 2010

I have over a decade of experience working on interactive multimedia. I began in a design studio at UConn where, under two very experienced print designers, I learned **graphic design, typography, teamwork, how to deal with clients, color systems, and more.** I have also worked in an 11 member student design studio, 15 member Pittsburgh startup SimOps, 50+ member Silicon Valley startup Cooliris, + online games at EA.

**2010 - Electronic Arts, Inc.** - Redwood Shores - **EA 2D - Associate Technical Artist** - UI Design + Concept Art on unannounced title

**2009 - Electronic Arts, Inc.** - Redwood Shores - **EA 2D - UI Artist** - web + video support on **Dragon Age: Journeys** ([www.dragonagejourneys.com](http://www.dragonagejourneys.com)) flash + user interface design on unannounced title

**2008-9 - Cooliris, Inc.** - Palo Alto - [www.cooliris.com](http://www.cooliris.com) - design UI assets for FireFox/IE plug-in + iPhone App, still + interactive UI mock-ups, in-client advertisement campaign posters + UI themes for over 30 brands including **Axe, Infiniti, eHarmony, Dior**

2008-9 - **Trino** - Xbox Live Indie Game + **MS DreamBuild Play Finalist** - CMU student game project created in residence at **Electronic Arts Redwood Shores** - 6 member team - designed UI, character 3D models, rigs, animations, contributed to game design, story, and found bugs

2007 - CMU - **Building Virtual Worlds** course - *teaching assistant for 3D modeling, texturing, animation, UI art, interaction+game design*  
2007 - **SimOps Studios, Inc.** - [www.simopsstudios.com](http://www.simopsstudios.com) - designed UI mock-ups + created interactive 3D web version of product for demos

2006 - 2007 - CMU - grad student - Identity+UI designer, 3D artist, producer/project manager on 9 projects of 4-15 team members

- **Entertainment Technology Center (ETC)** - client - 2007 - designed touch screen UI for a Star Trek themed reception area
- **Northrop Grumman** - client - 2007 - artist on 7 member team - created UI, 3D effects, aircraft, environment, and contributed to game design for recruitment/job fair video game
- **Building Virtual Worlds** - 2006 - worked in 5 teams of 4 grad students creating 3D HMD VR interactive experiences
- **ETC** - client - 2006 - RenderFarm Team - worked in team of 14 to build 50 node render farm

2005 - 2006 - **UConn** - Design Center - a student graphic design studio - Print + Web Designer

- **Center for Latin American & Caribbean Studies** - client - 2006 - designed postcards, posters + web site for conference
- **Latin American Caribbean & Latino History** - client - 2006 - updated content + provided client editing tools
- **Jorgenson Center for the Performing Arts** - client - 2005 - edited video trailer for fall line-up of live performances

2005 - 2006 - **UConn** - Fine Arts Department - *maintained over 40 classroom Macs + 5 network printers in a 10 member team*

**1997 - 2007 - UConn** - College of Agriculture+Natural Resources - acted as **multimedia/web/3D lead** in 3 person design studio for **10 years.**

- **Cooperative Extension** - client - 2006 - Water on the Move - web site with interactive 3D terrain teaching water quality
- **Plant Science** - client - 2002-06 - interactive CD in Director teaching university students to ID 15 species of turf-grass using 3D models, charts, morphology dictionaries. Used in universities nation-wide.
- **Resource Center Store** - client - 1997 - 2006 - built+redesigned shopping cart system in PHP/MySQL + web standards
- **Cooperative Extension** - client - 2005 - Sustainability web site - teaching home owners eco-friendly ways to beautiful gardens

## SKILLS

- Web, 3D web, interactive CD+multimedia - CSS+HTML, ActionScript/PaperVision, C#+3D Lingo [*Flash+Unity3D+Director*]
- Print - postcards, posters, books, brochures, banners, silk screening/t-shirt, logo + identity design [*InDesign, Photoshop, Adobe CS*]
- 3D - *modeling*, unwrapping, multi-texturing, normal mapping, rigging, animating 3D models [*Maya, Zbrush, Mental Ray, Carrara*]
- Server back end + scripting - PHP, MySQL, Flash/ActionScript, XML, RSS, C#, Perforce, SVN, GIT
- Animation/Video+Sound editing + compression/deployment [*After Effects, Final Cut Pro, Motion, Flash, Director, GarageBand*]

looking forward to hearing from you ☺