



WORK EXPERIENCE

Art Director

Scrollmotion Inc. - New York, NY

Sept 2012 – Present

- Collaborate with Project Managers and Front End Director to determine level of effort, budgeted hours, and timeline of new mobile apps on iPad devices against available resources and current projects
- Create and present decks to clients, providing design recommendations, and determining key messages and conversation points to propose appropriate types and levels of interactivity
- Wireframing and site map creation to ensure proper user flow and navigation
- Transform client visions into highly interactive, story driven experiences that engage and impress users by leveraging native 3d capabilities and pre rendered 2d/3d animation

Adjunct Faculty

Suffolk County Community College - Riverhead, NY

Aug 2013 – Present

- Instruct students in design principles and animation concepts using the Adobe CS6 Suite and Autodesk Maya
- Evaluate and critique student portfolios and works by providing constructive criticism

Manager of Graphic Production and Sales

Collum Signs - Southampton, NY

Jan 2010 – Aug 2012

- Manage a team of 10 artists and craftsmen throughout the entire development cycle of over 500 projects, including multi-million dollar events such as Art Southampton and signage for The Topping Rose House, the first luxury hotel and 5-star restaurant to be built on The East End of Long Island
- Heavy focus on resource allocation and project management; providing accurate timelines, cost efficient budgeting and maintaining strong client relations

Graphic Artist

Hampton Signs - Southampton, NY

Jun 2010 – Jan 2011

- Design logos, graphics, and signs for small businesses, franchises, and large corporations seeking a presence on The East End of Long Island
- Prioritize and manage client orders and requests under strict timelines

Freelance Designer

Bankable Enterprises - New York NY

Jan 2010 – May 2011

- Retouching and editing high profile photos and create digital paintings for use on Tyra.com, Vogue, People Magazine, Fortune Magazine, various televised biographies and the nationwide announcement of the "Modelland" book publication
- Art liaison during transition of creative control from Bankable Enterprise to Demand Media in use of photography and Modelland marketing material

Interactive Game Artist

NOVA Gaming - Greenville, SC

August 2008 – Nov 2009

- Design 2d/3d interactions aimed to engage and entertain users for over 15 published touch screen video games
- Modeling, texturing, rigging, animation, VFX, and compositing of in-game and pre-rendered sequences and trailers
- Architect the user flow from main game screens and in-game help menus to bonus rounds and payout tables

SOFTWARE

Photoshop Maya
 Illustrator Cinema4d
 InDesign Zbrush
 After Effects Omnigraffle

EDUCATION

B.S. Computer Animation - May 2008
 Full Sail University - Orlando, FL

B.A. Computer Art - May 2006
 SUNY Oneonta - Oneonta, NY

SKILLS

Interactive Design
 2d/3d Animation
 Wireframing
 UI/UX Design
 Project Management