

### + summary

Imaginative designer with exceptional experience in games, motion graphics, animation, and game app-related design. Passionate and innovative educator and mentor, both in the workplace and in instructional positions.

### + employment

#### Big Fish Games, Inc.

Graphic Designer II

Seattle, WA  
Nov.12 to Present

- Create game art for the world's largest producer and distributor of casual games.
- Understand business needs and industry trends to create solutions for fast-paced business needs.
- Collaborate with teammates and interdisciplinary teams to market games on iOS and Android markets.
- Design production tools to ease design workflows in the art pipeline.

#### Amphibian Art Studio

Freelance Game Artist

Las Vegas, NV  
Jan.07 to June.13

- Created visual aspects of game content for a variety of games including slot reel, bingo, and "Match 3" style games.
- Produced 3D art, storyboards, and conceptual art.
- Animated jackpot themes for slot reel games.
- Collaborated with the art department to ensure graphic content reflected brand standards.

#### The Art Institutes

Adjunct Instructor

Henderson, Minneapolis, Seattle  
Oct.11 to Jan.12, Oct.13 to Jan.14

- Developed and delivered student learning activities that employ a diverse variety of teaching techniques.
- Created engaging lectures.
- Instructed a variety of subjects including 3D modeling, Digital Imaging, Animation, Motion Graphics, Interface Design, Storyboarding, Web Design, and Drawing.
- Supported students' creative development and demonstrated a variety of techniques.
- Mentored students to develop the skills needed to help transition into professional graphic design positions.

#### International Academy of Design and Technology

Instructor / Student Advisor

Henderson, NV  
Aug.08 to April.10

- Oversaw student scheduling and counseled students in the Game Production program.
- Provided in-class instruction in a variety of subjects including Game Design and Development, Animation, 3D Modeling, Digital Imaging, Web Design, ActionScript, Clay Sculpting, and Senior Portfolio.
- Advised over 200 students during my tenure, providing individualized mentoring and specialized skill building.

#### Tournament 1 Gaming

Media Artist

Las Vegas, NV  
Nov.07 to Oct.09

- Handled full lifecycle of the design process of casino game levels and jackpot animations.
- Generated both print and digital advertising packages for games, jackpot themes, and hotel and casino marketing.

#### Letter Perfect

Graphic Artist

Las Vegas, NV  
Jan.07 to Nov.07

- Created brochures, business cards, stationery, signage, and promotional billboards for apartment communities.

### + education

#### Full Sail University

Master of Fine Arts Media Design 2011

#### The Art Institute of Las Vegas

Bachelor of Science Game Art and Design 2007

### + skills

#### SOFTWARE

Photoshop  
Illustrator  
InDesign  
ZBrush  
3DS Max  
After Effects  
Sketchbook Pro

#### CREATIVE SKILLS

Concept Art  
Icon Design  
Basic 3D/2D Animation  
Storyboarding  
Illustration  
Motion Graphics  
Branding  
Graphic Design  
3D Modeling  
Digital Sculpting

#### PROJECT MANAGEMENT

Jira  
Confluence  
Slack  
SharePoint