



<b>Education</b>	<p><b>Futurepoly</b> Bellvue, Washington Concept Design Studies Sum 10</p> <p><b>Cornish College of the Arts</b> Seattle, Washington Bachelors of Fine Art, Motion Design May 10</p> <p><b>Gnomon School of Visual Effects</b> Hollywood, California Production I Environmental Design Studies Sum 05/ Fall 07</p> <p><b>Art Center College of Design</b> Pasadena, California Bachelors of Science, Product Design with Entertainment Emphasis April 2003</p>
<b>Professional Experience</b>	<p><b>Maxx Marketing</b> Santa Monica, California 2004 - 2008 <b>Lead Designer   Artist</b> Yield premium solutions. Realize licensed property and conceptually generated toys. Actualize game-play and game assets for action sports and spy genre. Conceptualize and visualize several generations of handheld games. Art directed creative team in absence of superior. Creative lead on several web-based projects.</p> <p><b>Big Lava Chop</b> Bend, Oregon 02 – 05.2008 <b>Freelance Concept Artist</b> Provide concept art on Marvel Ultimate Alliance 2, EA Nerf N Strike, and Resistance 2 across multiple platforms.</p> <p><b>Aesthetic Systems</b> Hermosa Beach, California 2004 - 2007 <b>Senior Product Designer   Illustrator</b> Deliver storyboard, brand icons, trade booth, POP displays, structural packaging, and product design for entertainment, hardware, sporting goods, beverage, and communications clients.</p> <p><b>Design Internship</b> <b>Ad Council</b> New York, New York 1991 Create layout and aesthetic for Radon Awareness Campaign.</p>
<b>Skills</b>	<p><b>2-D:</b> fluent understanding, illustration, and rendering of the human figure, industrial products and landscapes. Dynamic storyboarding. Strengths in visual communication, contemporary graphic design, comprehensive industrial design research, creative development, innovative problem solving, and desktop publishing.</p> <p><b>3-D:</b> 3-D software modeling, lighting and texturing, materials and construction knowledge, and rapid prototyping.</p> <p><b>Software proficiency:</b> Alias Studio, Maya, Adobe Photoshop, Illustrator, Aftereffects, Dreamweaver, Flash, Corel Painter and Microsoft Word.</p> <p><b>Personal:</b> Open, flexible with good sense, passionate, humorous, and ambitious.</p>
<b>Recognition</b>	<p>President's Design Scholarship 2009 - 2010 Nellie Cornish Scholarship 2008 - 2010 Daimler Chrysler Motor Company Scholarship 2001 - 2003 Art Center College of Design Scholarship 2000</p>
<b>Interests</b>	<p>Fantasy material in all aspects, Rock and Roll, intelligent Hip-Hop, world culture and architecture, traditional and board sports, the great outdoors, my family, real people, and loving life.</p>

