



Creative Director / Design Leader with 20 years industry experience in digital / interactive / brand / video / product / campaign

I am a passionate visual designer who became a creative director. In all my work, I emphasize simplicity, focus and reduction, balanced with fresh and inspired visual languages. I build and mentor teams to do the same across every discipline. A compelling presenter and storyteller, I also teach young designers how to speak the language of creativity by learning how to present and defend their own work. I've watched Star Wars a lot.

Partner / Executive Creative Director, CRRNT Seattle / 2016-2017

Led all creative work and brand development for young startup agency / IP incubator. Responsible for hiring creative contract staff, scoping, estimating and delivering all service-based work including web, brand development, strategic recommendations and marketing plans. Led pitch efforts by preparing presentations and materials for both CRRNT and partner video team The New Blank. Collaborated with The New Blank principals to prepare proposals for ABC, The Academy Awards, Amazon, Country Music Association and others. Rebooted CRRNT agency branding including updated positioning, presentation tools and templates and modernized processes.

Creative Director, POP Seattle / 2011-2016

For over 15 years, POP was my professional family and an amazing environment to grow my creative career. Since 2011, I led the creative group for the games and entertainment portfolio, for clients including Nintendo, Spotify, Hulu, ESPN, Xbox, Pokémon, Nike, Major League Soccer, Microsoft, Starbucks, Amazon, EA and many others.

- Built and mentored a team to deliver amazing work that I truly believe was best in class. Set up creative and dev teams for success via tight partnership with program manager and technical director.
- Set ambitious creative visions for accounts and projects via creative concept development and storytelling, both inside and outside the organization.
- Member of portfolio leadership team; responsible for driving revenue growth through a combination of new business pitches and continued creative delivery excellence on all billable work.
- Continually achieved extraordinary client satisfaction scores for my portfolio of clients.
- Created estimates and design process workflows, wrote SOWs, ensured design staff stayed on-budget and met deadlines, and held bi-annual employee reviews for up to ten reports.
- Ensured top-notch creative quality, and built optimized processes for web/interactive, apps, game development, marketing plans, social media, content development, digital advertising, video production and emerging tech (VR/AR/MR/XR/NFC/ETC).
- Was acting brand manager for POP agency assets including the content and visual direction for several generations of the agency website and all outward-facing presentation materials and standards. Conducted training with all account, PM and technical staffs to increase quality of agency presentations overall.

Instructor, School of Visual Concepts 2014-present

I teach SVC's ongoing course, *How to Present Creative Work* — a full day workshop where I focus on the key principles of speaking about your creative work according to a logical, strategically thoughtful plan.

Previous positions 1998-2010

Previous to my time as creative director, I spent a number of years at POP as art director and visual designer, as well as in-house designer for a nutritional supplement brand, and sometimes a freelance designer. When I was 18 I co-owned my own graphic design and printing shop.

CORE SKILLS

Creative and product concept/ideation
Workshop and discovery leading
Visual design, art direction and user experience
Storytelling / pitching
Exec-level presentation abilities
Design and production plans
Team and process oversight
Clear, concise design feedback & critique
Understanding of technical platforms & strengths
Creative team mentorship / training
Creative process leadership
Creative / design strategy

TOOLS

Photoshop, Illustrator, After Effects, Adobe CC
Sketch
Keynote
InVision
HTML
Macintosh
A whiteboard and a marker
A scrap of paper and a pencil

EDUCATION

Eternal student, thoroughly self-educated.
I continually immerse myself in incredible resources such as Lynda.com, the School of Visual Concepts, and ongoing industry conferences including Event Apart, Seattle Interactive Conference, HOW Design, 99u and more. My most valuable training however came on the job from the great creative leaders I reported to when my burgeoning career began.

RECOGNITION

GeekWire Geek of the Week
The FWA
The Webby Awards
Adobe Awards
The Seattle Show
The Game Marketing Awards (MI5)
Featured in CommArts Interactive Design Annual
Featured in the book Guidelines for Online Success

CONTACT

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References available upon request.