



SUMMARY

Highly versatile designer merging a technical, leadership and arts background to create intuitive, user-centered experiences.

SKILLSET

UX/UI Design
User Research & Testing
Information Architecture
Visual Design
Wireframing & Prototyping
Personas & User Stories
Brand Strategy & Identity
Art Direction
Animation & Motion Graphics
3D Texture Painting
Project Management
Leadership & Team Building

TOOLS

Adobe Creative Suite
Figma
Sketch
InVision
Usability Hub
HTML, CSS & Javascript
GitHub

EDUCATION

Bloc.io 2018 | UX Design Certificate
NCAD, Ireland, 2017 | MFA, Media
UCLA, 1995 | BA, Philosophy and Math

RECENT PROJECTS

Money on my Mind | IOS and Android Prototype In Progress
UX Design for mobile app to be used by participants in the Financial Futures program through Champlain Valley Office of Economic Opportunity

Gather | Mobile and Desktop Prototype 2018
UX Design, Research and Branding for mobile and desktop cloud storage application

EXPERIENCE

Product Designer (UX/UI) | CG Artist | Consultant 2012-Present
Freelance, recent projects include:

- Creation of Wireframes, Prototypes and Visual Design assets for mobile and desktop applications.
- Art Direction and Consulting for CG asset creation.
- Design and development of full CG Virtual Reality art installation.

Creative Director 2010-2012
Taste of the Eastside, Los Angeles

- Non-profit management, leadership and community building.
- Creative direction for branding, marketing, web and visual design.
- Managed a team of over 50 volunteers and more than 30 community partners.

Visual Effects Artist & Designer 2003-2009
Freelance

- Rotoscoping, wire/rig removal, tracking, BG plate clean-up
- Corporate video production, motion graphics, sound recording and editing
- Films include: Lord of the Rings- Return of the King, Chronicles of Riddick

Development Engineer 1997-2003
NASA Jet Propulsion Laboratory

- Implementation Lead for suite of web-based project management tools used on Cassini mission to Saturn.
- Flight Project Planning, cost engineering and proposal writing.
- Mission Simulation & Instrument Modeling using Autodesk Maya.