

EDUCATION

MFA, Video & Art, University of California, Santa Barbara
BFA, Art & Design, Rhode Island School of Design, Providence, RI
BFA, student, The Cooper Union, New York, NY
Certified on Softimage, Mesmer Studio, Seattle, WA

CLIENTS

EMERALD CITY SMOOTHIE, China Franchise, Mercer Island, WA
Marketing Photography and Concepts, "Healthy Kids"
June 2010 - July 2010
Web site: www.emeraldcitysmoothie.com

Worked with Marketing Director and Owner on images for "Healthy Kids" and Franchise "Marketing in a Box" concepts.

1213 GALLERY, Seattle, WA
Principal, User Interface, Web Design and Production
June 2008 - May 2010
Web site: www.1213gallery.com

Designed and built the web site www.1213gallery.com.
Worked with artists to create a web gallery to sell original artwork.
Created a marketing campaign for Dwell Magazine for Fall 2009. Created targeted marketing campaign to interior designers and architectural firms.

MICROSOFT, Windowsmedia, Redmond, WA
Web Designer, Graphic Design and User Interface,
June 2000 - January 2001 and December 2001 - March 2002
Web site: www.windowsmedia.com

Worked at Microsoft Corporation in Windowsmedia Entertainment. I was a core designer for the site and worked with Content producers to create entertainment content for the site. I was responsible for all daily content updates, custom promotional materials and weekly E newsletters. I helped change the content of the site and increased site traffic to features I designed. I establish new design objectives that were implemented in the site redesign.

PICTURE IQ, Seattle, WA
Web Designer, Graphic Design and User Interface
August 1999 - February 2000

Worked for Picture IQ, an Adobe start up for photo editing software used on electronic devices. I helped design the corporate web site, worked on re-branding and on user interface. UI included photo editing software for Sega game console Japan, for the web and electronic devices including TV, game consoles and cell phones.

MICROSOFT, Flight Simulator and Combat Flight Simulator, Redmond, WA
3/D Artist, Texture Artist and Product Photography 1998 - 1999
Products: Combat Flight Simulator and Flight Simulator
Web site: www.microsoft.com/games/flightsimulator

Worked at Microsoft Corporation in games on Flight Sim 2000 and on Combat Flight Simulator. I created 3/D models and textures for the game. I also photographed content for the product. I created and developed a superior texture mapping technique that was implemented in the entire product and is still used today. Found a major error in the game engine that saved hundreds of man hours in reworking game models.

MONOLITH, Gruntz, Kirkland, WA
3/D Artist and User Interface 1997 - 1998
Products: Gruntz
Web site: www.lith.com

Worked on the childrens game Gruntz. Created in game models and textures. Created in game user interface and menus. Recommend some new game play elements in Blood.

OTHER EXPERIENCE

AVA DESIGN BUILD, Inc., Seattle, WA
Principal, Marketing Director, Web Design, Identity,
Collateral Material
June 2003 - 2007
Web site: www.avadesignbuild.com

Principal of AVA Design Build, Inc.
Created Logo, web site and targeted marketing campaign to attract
new clients. Helped grow the company by increasing sales 400%
in six years.

COAST GEAR, Santa Rosa, CA
Art Director, User Interface, Web Design and Production, Identity,
Collateral Material, and Product Photography.
June 2007 - June 2008
Web site: www.coastgear.net

Worked with the director of Coast Gear to create a logo,
product photography and commercial web site.

NORTHERN ILLINOIS UNIVERSITY, DeKalb, IL
Head of Sculpture, 1996-1997
Assistant Professor of Art & Design, 1994 -1997

Taught: sculpture, drawing, design, video, and media arts

CORNISH COLLEGE OF THE ARTS, Seattle, WA
Assistant Professor of Sculpture, 1993-1994

Taught: sculpture and video installation

AWARDS

Department of Neighborhoods Grant, City of Seattle, WA, 2010
National Endowment for the Arts Fellowship, Santa Fe, NM, 1993
Outstanding Art Program Award, KCET Television, Los Angeles, CA 1991
Full Tuition Scholarship, The Cooper Union, New York, NY, 1987
Congressional Art Award, Congressman Chandler, Seattle, WA, 1985

SOFTWARE

Adobe Products: Dreamweaver, Flash, Illustrator, Photoshop,
Illustrator, Premier, InDesign, After Effects
Microsoft Products: Expressions Blend 4, Expressions Blend SketchFlow
Office Suite, PowerPoint
Other: Avid Media Composer, Autodesk Softimage

REFERENCES

JOE CAVALLARO, Creative Director, Consolidated Brands, Kansas City, MO
AMY FRENCH, Director, Cultivate Marketing, Seattle, WA