
Experience

NeueTuesday New York, NY 2002-present
Art Director/Designer

Provides freelance art direction and technical direction for clients in web, fashion, game and print design. Some of NeueTuesdays projects include:

Disney Imagineering

Art Direction, Interior Design, interaction design for an English language program in China.

Inhabit Knitwear

Art Direction, Design and implementation of websites and various e-marketing materials for the NY based luxury knitwear company.

Conversations with Carlos Watson

Art Direction, branding and design for both print and web materials including press kits and microsites for the prime time television show.

Discovery Kids Channel

Created a 3d interactive web game to coincide with the television show, Strange Days at Blake Holsley High. Collaborated with producers and writers to develop a web experience consistent with characters and themes of the TV show. Designed storyboards, technical schematics and a final Flash game.

R/GA New York, NY July 2006-September 2007
Visual/Interactive Designer

Designer on various projects for Verizon, L'Oreal, Goldman Sachs, and Johnson & Johnson. Developed multiple visual styles, implemented interactive, print and installation designs. Created and presented concepts to both project teams and clients. Worked closely with Copy writers. Researched emerging interactive advertising strategies and managed freelancers and production crews for photo shoots/installations.

Avenue A | Razorfish Philadelphia, PA 2004-2005
Junior Interactive Designer

Responsible for developing and executing brand strategies on the web. Clients included Astra Zeneca, Wyeth, Hawaiian Airlines. Conducted research in product, digital and brand design, developed and implemented interactive design solutions through original concepts and production design, collaborated with Creative Directors, art directors and Copywriters.

Skills

Software: Photoshop, Illustrator, InDesign, Flash, Dreamweaver, Visio, Powerpoint, After Effects, Final Cut, 3d studio Max, Pro Tools Audio, Max/msp, and Jitter.
Traditional: Storyboarding, illustration, schematic/interaction design, presentation design.

Education

New York University New York, NY
Tisch School of the Arts, Interactive Telecommunications Program (ITP)
Master of Professional Studies, May 2004

Relevant courses: Applied Interactive Technologies, Physical Computing, Game Design, Interactivity in Flash, Frameworks for Interactive Sound, Digital Sound Workshop, Programming, Interactive Design for Children, Hybrid Spaces(installation design).

Cornell University Ithaca, NY
College of Architecture, Art and Planning,
Bachelor of Fine Arts, May 2002

Relevant courses: Electronic Imaging/Graphic Design, Computer Animation, Sound Design, Photography, Cognitive Psychology and Entrepreneurship and Personal Enterprise