



CREATIVE LEAD. ARTIST. FILMMAKER.

ABOUT

Artist, award winning filmmaker and creative lead that values collaboration, experimentation, and a supportive, caring environment.

SKILLS

Video editing, motion graphics, illustration, 2D / 3D animation, storyboarding, concept creation, writing, filmmaking, acting, gameplay capture, team leadership and direction

PROGRAMS / APPS

adobe suite, after effects, premiere pro, photoshop, illustrator, audition, media encoder, procreate, blender, grease pencil, DUIK, zoom, wrike, jira, slack, dropbox, workday, microsoft word, google apps, mac

EDUCATION

Academy of Art University

BFA, Film Directing
2009

Studio Arts

Toon Boom Harmony
Storyboard Pro
2016 - 2017

Animation Collaborative

Advanced Visual Storytelling
Beginner Visual Storytelling
2016

WORK EXPERIENCE

Sr. Art Manager, Creative Services

Jam City 2023 - Present

Marketing art lead for multiple game titles and manager of a team of artists around the world. Responsible for concepting, direction, feedback, brief writing and team development.

Art Manager, Creative Services

Jam City 2020 - 2023

UA marketing art lead for multiple game titles and manager of a team of artists. Responsible for direction, feedback, brief writing and team development.

Sr. Motion Graphics Designer

Jam City 2019 - 2020

Focused on motion graphics, video editing and conceptualizing for UA marketing videos and more.

Motion Graphics Designer

Jam City 2017 - 2019

Focused on motion graphics and video editing for UA marketing videos and more.

Jr. Video Editor

Activision Blizzard 2016 - 2017

Video editor for multiple game titles, focused on trailers and social videos.

