

SE Ca

SF, Ca

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EXPERIENCE META / Art Director & Visual Designer - Contingent Mar '21 - Present SF. Ca • Art direction of interactive visual systems for 2D & 3D animated profile themes & achievement badges. · Motion graphic creator of products & AR/VR videos: storyboarding, illustration, animation & sound. Art direction of design & illustration for in-product visuals. Responsible for comms w/ project stakeholders. · Recipient of the Recruiting Products 2022 Explorer AR/VR Product Ideation Award for outstanding work. IDEO / Art Director & Communication Designer - Independent Jan '12 - Mar '21 • Designer & Art director at a design consultancy co. specializing in helping global orgs innovate & grow. • Analysis of complex data, synthesized into infographic & interactive visuals. UI/UX, branding & motion. Development of concepts for new product designs using design thinking as a means of problem solving. YO/RES DESIGN / Creative Director & Visual Designer Oct '07 - Present SF, Ca Multidisciplinary Creative director based in San Francisco with 16 years of experience. · Specialization in: ideation, branding, infographics, UI/UX, interaction, apps, product, 2D/3D motion. · Clients highlight: Sutter Health / Molekule / Image Design Works / Qfusion Labs / Tidepool. MX PRODUCTIONS / Art Director & Designer Aug '11 - Oct '13 SF, Ca • Art director & 2D/3D Animator at a company specializing in interactive media for Hollywood film titles. · Designer of mobile apps & film titles, intro animations, menus, and interactive app games · Art direction, user interface, interactive design & visual expansion of films aesthetic visual language. NOON / Visual Designer May '08 - Jul '10 SF, Ca • Working as a multidisciplinary visual designer at a San Francisco boutique design studio. · Design of brand identities, campaigns, posters, books, catalogs, motion graphics & websites. • Clients highlight: YBCA, ODC Dance & The San Francisco International Asian American Film Festival. **SKILLS** Media: Motion · Web · Apps · Print Illustrator 0000000000000000000 Photoshop 0000000000000000000 Software: Adobe Creative Suite & more: Design skills: Art Direction • Creative Direction • Concept Figma 000000000000000 Development · Product Design · Interaction · Branding · $\mbox{Design Thinking} \ \, \cdot \mbox{UI/UX} \ \, \cdot \mbox{Apps} \ \, \cdot \mbox{ Layout} \ \, \cdot \mbox{ Campaign Design} \ \, \cdot \label{eq:design}$ Keynote •••••• Motion Graphics • Infographics • Typography • Photography • Procreate ••••••• 3D · Book design · Image manipulation · Illustration · Cinema 4D 000000 **EDUCATION**

Sen '04 - Dec '08

Jan '99 - Oct '99

MESMER ANIMATION LABS / 3D Animation

Animation Certificate of Excellence at a 3D graphics animation school.

CALIFORNIA COLLEGE OF THE ARTS / Graphic Design

Bachelor of Fine Arts degree in Graphic Design with high distinction honor.
 Award for Best Portfolio in the Transition to Professional Practice class.

· Creation of demo reel with Softimage & Maya 3D software.

· Cumulative GPA: 3.7