

INTRO

Hi! I view every project as a creative journey to seek and refine what is most unique and exciting about it, while aspiring to the highest artistic standards of design and being sensitive to the needs of my clients. With over two decades of experience designing key art and marketing campaigns for video games, television, theatrical, and streaming platforms, I think I have what it takes to **reveal the radness!**

Client list: Petrol Advertising, iam8bit, Leroy & Rose, Neuron Syndicate, DesignWorks, Greenlight Creative, Samuels Advertising, Cold Open, Bond, ASquared Design Group, Bravo Design, POV Entertainment Design.

Worked on projects for Amazon Prime, Netflix, HBO, Activision Blizzard, UFC, Square Enix, Sony, Ubisoft, Sega, Disney, FX, Fox, Annapurna Interactive, Warner Brothers, Paramount, WWE, DreamWorks, TBS, and Bandai Namco.

SKILLS

- Art Direction
- Graphic Design
- Key Art
- Typography
- Logo Design
- Branding & Identity
- Iconography
- Web Design
- Social Media Campaigns
- Integrated Campaigns
- Apparel Design
- Digital Illustration
- Photo Manipulation
- Retouching
- Good Communication
- Team Collaboration
- Independent Worker
- Strong Work Ethic
- Adobe Photoshop
- Adobe Illustrator
- Procreate

EXPERIENCE

Freelance Creative Art Director, Jetpack Creative (Self-Employed)

6.2012 - Present // Art Director & graphic designer creating key art & digital campaigns and other design solutions for clients in the entertainment & gaming industry.

Freelance Art Director & Graphic Designer, iam8bit, Los Angeles, CA

6.2016 - 12.2020 // Created social media campaigns and designed package designs for collectible indie games & vinyl soundtracks

Senior Art Director, Petrol, Burbank, CA

2.2010 - 5.2012 // Conceptualize and design marketing for major clients in the video games, television, and theatrical industries. Created digital campaigns, packaging key art, print and outdoor ad campaigns, logos, website design, online banners, motion storyboards, and theatrical one sheets. Collaborate with and lead team of up to 4 art directors. Train junior art directors.

Art Director, Petrol, Glendale & Burbank, CA

9.2004 - 1.2010 // Conceptualized and designed marketing for major clients in the video games, television, and theatrical industries. Worked with creative director to design concepts for print, outdoor, web, and motion. Skill training of junior art directors.

Freelance Designer, Petrol Advertising, Glendale, CA

6.2004 - 8.2004 // Applied my training as a graphic designer in a fresh new entertainment world. Got proficient with the Wacom stylus and Photoshop.

EDUCATION

Art Center College of Design, Pasadena, CA, 2001-2003

BFA Graphic Design // Advanced Standing, Scholarship, Graduated with Honors

Pasadena City College, Pasadena, CA, 1997-2000, AA and AS Art

