

EDUCATION: Academy of Art University, San Francisco, CA
2nd Degree Bachelor of Fine Art in Game Design, Present

Academy of Art University, San Francisco, CA
Bachelor of Fine Art Degree in Visual Effects, Spring 2002

EXPERIENCE: Aechelon Technology, Inc. San Francisco, CA (07/07 – current)
Production Artist

- Populating geographic 3d scenarios and creating a visual scene.
- Vector Coding, defining ares of coastline and creating tree canopy
- Color balancing, matting and layer editing of georgraphic area.

Swivel Media, San Francisco, CA (11/06 - 01/07)
Contractor

- Game tested and expands concept ideas for Wells Fargo “Stagecoach Island” game.
- Pitched ideas to market and expand client’s games for online use.

Poker Pros Labs, San Francisco, CA (09/06 - 09/06)
Contractor

- Created poker environment for online play.

Visiongain Inc, San Francisco, CA (08/05 – 07/06)
Business Researcher

- Gathering information into companies and markets within the telecommunication and pharmaceutical industries.

DVDStation Inc, San Francisco, CA (07/03 – 06/05)
Merchandising Manager

- Responsible for retail inventories and control inventory shipments to their location.
- Worked closely with Marketing Department to help strategize promotion - which resulted in increased store traffic and profits.
- Provided accurate Metadata to the Engineering Department.

Rider Entertainment, Oakland, CA (04/03 – 4/03)
Freelance Graphic Designer

- Design graphics concepts for the film “BLACK AUGUST”

ComCast Media Service, San Francisco, CA (2/03 – 4/03)
Production Artist Intern

- Sketched storyboard concepts.
- Pitched ideas for marketing departments and clients.
- Create and designing commercials.

Design Skills:

**Adobe Photoshop
Adobe Illustrator
Alias Maya
Realviz Matchmover**

**Adobe Aftereffects
Adobe Flash
Nextlimit Real Flow**