

SUMMARY

Art Director, simulations, serious games, mobile applications, web, interactive properties & VR/AR.

Managing Teams, lead art production teams of 3 to 40 members.

Visualization, conceptual imagery, art direction and data visualization for user interface development.

Artist Expertise, UI/UX, 2D digital imagery, 3D modeling, branding, logos, print & marketing.

Leadership, able to motivate and energize others while balancing a large workload. Successfully guided multi-million-dollar projects.

EXPERIENCE

Hazardous Software, Inc. PC, Mobile 2013 - 2018
Creative and Visual Arts Director

UI/UX Director of Design. Strategic serious games and simulations for numerous projects: Point Recon, Vital Pursuit and Municipal Disaster Preparedness. Real Time Strategy Game: Achron. Online multi-player. Responsible for Art Direction, UI/UX, Modeling, Branding, User Interface, Marketing & Concept Art.

Contractor: **Northrop Grumman**
Aerospace & UX engineering systems.

Splash Inc. Mobile 2011- 2013
Creative Director/Co-Founder

Developed UI/UX for iPhone & Android.
Applications: Splash, Gum.
AngelPad company – Google Ventures funded.

Jump City Games Mobile 2010- 2011
Art Director/Co-Founder

Developed iPhone games for iPhone & Android.
Applications: JumpZoo, ToyBox Theatre.
AngelPad company – Google Ventures funded.

Electronic Arts – Redwood Shores 2005- 2009

The GODFATHER 2 (PS3, X360)
Character Art Director
Directed Character Team for Godfather Franchise.
Open World Simulator.
Managed Creative Team in Shanghai, China. (EA Shanghai)

The GODFATHER (PS3, X360)
Lead Character Artist
Managed Character Team.

The GODFATHER (X360)
Character Modeler
Created next generation character modeling & textures.

James Bond: Sean Connery's From Russia with Love (PS2, PS3,
Xbox, Game Cube, PSP)
Environment Artist

Sony Computer Entertainment America – Foster City 2002- 2005
3D Artist

Jet Li's The RETRIEVER (PS2, PSP)
Lead Character Texture Artist
3D Character textures and marketing materials.

Jet Li's Rise to Honor (PS2)
UI Artist
User Interface and marketing materials. Localization.

Ping Systems, Inc. 2000- 2001
Creative Director

Web enabled desktop applications. (PC, Online)

Flatland Online 1999 – 2000
3D Creative Director

Created 3D content for clients; Aureal Sound, Eidos Interactive, Alta Vista & 3DFX. (Online)

Sony Interactive Studios America/989 Studios 1997 – 1999
Lead Concept Artist, 3D Artist

The Diabolical Adventures of Tobu, Dark Guns (PlayStation)
3D models for environment & characters.

Time Warner Interactive Group 1997
Graphic Designer

Broadband Cable Applications: Road Runner/Line Runner Cable Systems. Clients; Toyota, Good Guys & Sports Illustrated. (ITV)

Disney Interactive 1997
Concept/Digital Artist

S'Park in the Dark & Musical Adventures in S'Park projects. (Online)

Total Media / Kusher-Locke Associates 1995 - 1996
Art Director

Wine! The Complete Guide. (CD-ROM, Online)

Dark Vision Interactive / Dark Horse Comics, Inc. 1991 - 1994
Art Director

Aliens Interactive (CDI)

Total Vision, Inc. / Philips Interactive Media, Inc. 1990 - 1991
Digital Designer

Titanic & Adventures in Aspen (CDI)

EDUCATION **Bachelor of Arts, Design**

University of California Los Angeles (UCLA), Los Angeles, CA
Graduated 1991

PUBLISHED **Programming 3D Applications with HTML5 and WebGL** 2014

O'Reilly Publishing Contributing 3D Artist
3D Modeling and Animation visualization for the Web