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About Me

After studying fine art at CSULB, I spent several years designing and illustrating magazines, including Surfer Magazine and Hop Up, a pocket-sized hot rod magazine I designed. I picked up 3D modeling and created hundreds of 3D environments, characters, and objects in Maya and Max for dozens of video games including EA's Lord of the Rings and Sony's Gretzky NHL Hockey. UI design was a natural fit and I've designed dozens of video game UI, web sites, kiosks and application interfaces.

Focus

User Interface & User Experience

Game, app and web interface design

Wireframes, UX and flows

Rapid prototyping

Art Direction & Management

17 shipped mobile, social and console games

Art Direction of $29M projects

+10 years' experience managing teams of up to 20 artists

Awards

Flash Film Festival, 1st Place, Best Game for Bossmonster's *Bumper Boats*

Flash Film Festival, 1st Place, Best Game for Bossmonster's *AntCity*

How Magazine Best Magazine Design of the year, awarded for *HopUp Magazine*

Playboy Magazine Cool Net Pick, awarded for www.bossmonster.com

Macromedia Site of the Day, awarded for www.bossmonster.com

Zynga "Chef of the Week", for spearheading UI design overhaul

Zynga "Outstanding Chef", for spearheading UI leadership

Career

Bossmonster *Co-founder* 1999-2000, 2014-present

Flash game developer, game design, art direction & development

Mobile, web & console Art Direction, UI Design & Production

Zynga *UI Lead, Art Director* 2010-2015

Art director for mobile game developed in Unity, including 6 months in Beijing to AD & train.

"Hidden Shadows". Art Director SF & India: 1 month in India to direct new art team.

"Hidden Chronicles", Art Director: Managed 12 artists in San Francisco.

"Cafe World" SF & San Diego, UI Lead and directed UI redesign. Managed game transition to San Diego & trained AD on-site.

Rapid prototyping of game concepts

Expresso Fitness *Art Director* 2007-2009, 2015-2016

Complete UI, environment and character redesign of Expresso's 3D virtual world;

Streamlined production tenfold, Managed and mentored 2 junior artists;

Developed mobile fitness app, marketing, print, social network, merchandise & web: www.expresso.net

Page44 Studios *Studio Art Director* 2003-2006

Art director of multiple projects from start through launch

UI design of multiple video games

Managing and mentoring art staff of up to 12 artists

Electronic Arts *Senior Artist* 2003

"*Lord of the Rings: Return of the King*": Environmental modeler

Primary environmental modeler of "Helms Deep"

Maxis *Art Director* 1999-2000

Robotica (unpublished prototype)

PostLinear *Studio Art Director* 1996-1999

14 artists; developed art delivery pipeline

Shipped 2 PC games

Agency Work

Ogilvy & Mather *Interactive Designer*

Created animated sequences for Yahoo and other interactive campaigns

Wild Brain *Digital Artist*

Flash Artist, Background Painter, Digital Color Stylist, Animation Assistant

Cell and computer animated television commercials developed in Flash

415 *Interactive Designer*

Flash asset creation, web design and layout.

eGreetings *Interactive Designer*

Created scores of animated/interactive Flash e-greeting cards.

Education

California State University, Long Beach, 1989 - 1993

Bachelor of Fine Art, Concentration in Drawing and Painting