

## EMPLOYMENT

01/2015 - 06/2016 **GOOGLE** | Mountain View, CA

- Designed international static, animated & template Doodles
- Creative lead, art director, visual prototyper for interactive & template Doodles
- Sourcing Manager for in-house contractors & international freelance artists
- Creative management of doodles for mobile Now & Fun Box search result platforms

10/2011 - 12/2014 **DYNAMIGHTY** | San Francisco, CA

- Founding Member/Co-Creative Lead; helped shape company voice & culture
- Art Director of Bafta-Nominated game **Counterspy** (iOS, Android, PS3, PS4 & PS Vita)
- Helped define original IP, world fiction, visual style, tone & voice
- Directed on-staff & remote artists on sets, characters, visdev, effects & cinematics
- Worked with Design on prototyping greybox assets, metrics, early pipeline development
- Modeled, UVed, textured, dressed 3D pre-pro modular set & prop assets in Maya
- Staged 3D cameras, dressed & lit sets in Unity; composed 2D screens/cinematics in NGUI
- Designed & implimented in-game & outer-loop gfx, HUD, menus, screens, icons, store assets
- Designed all product promo art & corporate branding & visual identity
- Developed numerous original IP concept pitch decks to publishers & investors
- Art directed look & feel of indie iOS/Android mobile game, Fingers of Fury

11/1996 - 07/2011 **PIXAR ANIMATION STUDIOS** | Emeryville, CA

- **Monsters University, Cars 2, Brave**: Graphic Designer
- **Cars Toons** (shorts): Set, Character & Graphic Designer
- **Toy Story 3**: Graphic Designer
- **Newt** (canceled): Set Art Director
- **Wall-e**: Graphic Art Director
- **Ratatouille**: Set & Graphic Designer
- **Lifted** (short): Production Designer
- **The Incredibles**: Set & Lead Graphic Designer
- **Monsters, Inc**: Character, Set & Graphic Production Artist
- **Toy Story 2**: Set & Graphic Production Artist
- **A Bug's Life**: Set, Character & Graphic Production Artist
- **Commercials**: Freelance Background, Texture & Graphic Artist

03/1996 - 11/1996 **THE 3DO COMPANY/NTG** | Redwood City, CA

- **Internet Project** (PC - canceled): Vehicle & Character Concept Artist
- **Rush** (3DO - canceled): Character & Set Concept Art, 3D prototype Model/Texture Artist
- **Station Invasion/Golden Gate** (3DO): Freelance Cinematic Storyboard Artist
- **Escape From Monster Manor** (3DO): Freelance FX Artist

05/1994 - 01/1995 **ROCKET SCIENCE GAMES** | Emeryville, CA

- **Rocket Boy** (Sega CD - canceled): Art Director, Set & Character Concept Artist
- **Obsidian** (PC): Character Concept Artist for internal pitch
- **Cadillacs & Dinosaurs** (Sega CD): Production & FX Artist, Storyboards, Compositor

(Con't)



**EMPLOYMENT (con't)**

- 11/1992 - 01/1994 **EPYX GAMES** | Redwood City, CA
- **Battle Bugs** (PC): Co-Designed/Co-Animated all game sets, characters, menus & screens
- 07/1991 - 08/1992 **COMPUTER CURRICULUM CORPORATION (CCC)** | Sunnyvale, CA
- Educational Modules: Bitmap & vector illustrations, supervised 3 platform conversions
- 08/1990 - 07/1991 **THE AGENCY & ASSOCIATES** | Campbell, CA
- Paste-up artist & typesetter for SJ Mercury News and other regional newspaper ads
- 1988 - 1990 **SJSU ASSOCIATED STUDENTS PROGRAM BOARD** | San Jose, CA
- Responsible for designing graphic collateral for all ASPB-sponsored campus events

**FREELANCE**

- 1994-1996 **Pixar Animation Studios, Tippett Studios, Xaos, Academic Systems, The 3D0 Company, New Technology Group, Time-Warner Interactive, Cyclone Studios, Mindsphere, Presage, Digital Deck, Syndeo, One Page**
- Storyboards, Character & Environment Concept Art, 2D Character & VFX Animation, Motion Graphics, Compositing, UI/Web design, Game doc development
- 2006-2007 **Academy of Art University** | San Francisco, CA
- Production Art for 3D Feature Animation
- 1998-Present **PUBLIC SPEAKING**
- VMA Re:Design 2016, GDC 2015, Google, SCBWI West, Graphic Artists Guild, Bologna Future Film Festival, AAU, CCA, SCAD, MICA, Art Center

**EDUCATION/EXPERTISE**

- 1989-1990 **De Anza College** | Cupertino, CA
- Film-Making/Screenwriting
- 07/87-06/89 **San Jose State University** | San Jose, CA
- Graphic Design/Illustration
- 1998 - Present **Continuing Education**
- Novel/Short Story Writing, Screenwriting, Storyboarding, Improvisation
- Software**
- PS, AI, AE, Maya, Unity, NGUI, Cornerstone, Versions, MS Office, SketchUp
- Expertise**
- Novel/screen writing, digital photography, graphic design, visual/emotional storytelling, media & pop culture, film studies, public-speaking, mentoring, teaching