

SUMMARY

I'm a multidimensional, highly adaptive, hands-on Creative Director, working in integrated promotions, specifically motion graphics, 3D, video, digital and print. I have a deep understanding of branding, and deliver goals on schedule and within budget. A background in studio arts and animation is the bedrock of my profession.

I handle creative ideation, team brainstorming, copywriting, design and execution. Digital, video and print production are second nature, including illustration and storyboarding, editing, front-end coding, and optimization. I communicate clearly, collaborate across groups, and I'm an enthusiastic manager and mentor to creative juniors.

SKILLS

Advertising, Promotion, Creative Direction, Ideation, Brainstorming, Copywriting, Storyboarding, Art Direction, Motion Graphics, 3D Animation, Character Animation, Video Editing, Audio Editing, Web Design, Interactive, Print Design, Production, Team Leadership, Management, Content Marketing, Editorial Integration, Events.

SOFTWARE

Adobe Creative Suite, After Effects, Premiere, Cinema 4D, Final Cut, Photoshop, Illustrator, InDesign, Flash, HTML, CSS, Coda, BBEdit, ActionScript, DVD Studio Pro, Marketo, Microsoft Office.

EXPERIENCE

American Media Inc., New York, NY.

2010–Present – Creative Director

Creative direction for corporate and online sponsored content campaigns. Video, 3D design and motion graphic enhancement of corporate and client work. Editing and graphics design of editorial video for OK!, Star Magazine and Radar Online. Creative direction of online and print promotions for celebrity and health & fitness magazines including Men's Fitness, Muscle & Fitness, OK!, and Star. Promotion art direction for Playboy magazine. **STAFF POSITION.**

Playboy Enterprises Inc., New York, NY.

2005–2010 – Promotion Art Director

Management of Marketing Art Department and production of materials for intra-departmental creative requests. Report to Division Creative VP, responsible for hiring and management of freelance talent. Approval of all art produced in the Marketing Art Department; web, video, print, email campaigns, event decor, Flash animation. Art direction for sponsored custom content features. **STAFF POSITION.**

Pedone & Partners Advertising, New York, NY.

2005–Art Director

Redesigned the Sweet'N Low website. Responsible for setting design guidelines and developing all graphics. Scripted all HTML, CSS and Javascript. Animated the Pink Panther in Flash to introduce the site. **FREELANCE.**

Wunderman, New York, NY.

2004–Art Director

Art directed the Microsoft TechEd 2005 website and direct marketing print components. Responsible for setting design guidelines and developing graphics, Flash elements, photo treatments and banner ads. **FREELANCE.**

Scholastic Inc., New York, NY.

1999–2004 – Animator

After Effects animation for the award winning 'I-Spy' CD-ROM line. Worked on five releases, animating animations for puzzle solutions and rollover animations. Designed character animations with voiceover. **FREELANCE.**

Cartoon Network / Pop & Co., New York, NY.

2003–2004 – Animator / Designer

Graphic design and character animation for online Flash video games. Animated licensed cartoon characters, designed game objects and backgrounds. **FREELANCE.**

EXPERIENCE (CONTINUED)

JP Morgan Chase, New York, NY.

2002–Flash Developer

ActionScript programming for a Flash demo of Chase Online Banking. Hired to rescue a flawed design, and reprogrammed the navigation of this complex corporate marketing tool. Finished under budget and re-hired for an upgrade. **FREELANCE.**

BBC Digital Media, London, England.

2000–2002 – Art Director

Art direction, animation, and illustration for a children’s educational news website. Designed and animated Flash learning tools. All work was integrated into the National Literacy Curriculum of Great Britain. **FREELANCE.**

PBS, New York, NY.

1998–1999 – Animator / Designer

Children’s website design, Flash animation, illustration. Designed games and illustrated screens for an interactive TV prototype of the PBS show “Zoboomafoo.” **FREELANCE.**

Classic Sports Network (ESPN Classic), New York, NY.

1997–Designer

Sports television graphics. Managed print and on-air network television graphics including logo design and lower thirds. Designed promos in After Effects and directed Avid sessions. Designed print collateral and studio set displays. **STAFF POSITION.**

Ix Entertainment, Mountain View, CA.

1995–Art Director

Art direction for “Golden Gate,” a “Myst”-like CD-ROM treasure hunt game. Managed interactive art production, including virtual world navigation and object manipulation. Hired and managed freelance designers. **STAFF POSITION.**

Ogilvy & Mather, New York, NY.

1992–1993 – Animator / Designer

Interactive graphics for AT&T’s interactive TV R&D projects. Interactive video, including icon design, screen layout, and 3D animation using Alias and SoftImage. **FREELANCE.**

Duggal Color Labs, New York, NY.

1990–1991 – Designer

Pre-press, digital photo retouching, 3D modeling, film recording. Met the needs of a client driven photo service bureau, and helped establish Duggal’s leading presence in digital photo retouching. **STAFF POSITION.**

Dragon Medical Communications, New York, NY.

1990–Animator / Designer

Interactive graphics, animation for the pharmaceutical industry. Designed promotional games for trade show kiosks. Conveyed dense medical subject matter in fun, visual ways. **FREELANCE.**

EDUCATION

1984–88 Rice University, Houston TX.

B.A. in Art and Art History (painting, printmaking, 16 mm filmmaking).