

EXPERIENCE

ART DIRECTOR

NVIDIA | SANTA CLARA CA | 2016 - PRESENT

Senior lead in creating quality graphics globally for our GEFORCE gaming division. Develop major campaigns and design key materials while reinforcing branded elements throughout a wide range of mediums. Design and craft event spaces for our global product launches and technology conferences: CES, CHINAJOY, GAMESCOM, GDC, GTC, SIGGRAPH, etc. Oversee designers to create strategic and effective campaigns from concept to delivery. Travel with Jensen Huang, NVIDIA CEO, to design his keynote decks.

SENIOR UI DESIGNER, 3D ARTIST, VIDEO EDITOR

ASUS NORTH AMERICA | FREMONT CA | 2013 - 2016

Art direction, design website layouts, global GTMK kits, iconography, 3D product renders, and print assets for magazines and media events. Manage and shoot all lifestyle and product photography. Video editor and on-air host for monthly tech series and live interviews for new product releases.

DESIGNER, 3D ARTIST, VIDEO EDITOR

EVGA | BREA CA | 2012 - 2013

Expanded EVGA's presence within their North American, Latin American, Taiwanese, and European markets. Created 3D renders and animations, websites, GTMK kits, product packaging, and collateral for trade shows. Lead video editor, VFX artist, and in-house photographer covering all lifestyle and product photography.

LEAD DESIGNER OF DESIGN & DEVELOPMENT

iiNSIDE | ANAHEIM HILLS CA | 2011 - 2012

Designed UI layouts for programs used in-house. Created logos, 3D art assets, and promotional videos. Created custom art (banners and email blasts) for numerous events including the NRF (National Retail Federation).

CEO/CO-FOUNDER

48 STUDIOS | NAPLES FL | 2010 - 2011

48 Studios was a 3D animation and multimedia design company. We revitalized corporate identities and marketing strategies for Bugatchi Uomo, Clifton David Broadbridge (musician), Haute Image (clothing distributor), and Naples Fashion Week.

EDUCATION

LYNN UNIVERSITY, BOCA RATON FL

BACHELOR OF FINE ARTS IN 3D ANIMATION | 2007 - 2010

GNOMON SCHOOL FOR VISUAL EFFECTS, HOLLYWOOD CA

3D ANIMATION FOCAL TRAINING | 2009

SHAWNEE STATE UNIVERSITY, PORTSMOUTH OH

BACHELOR OF FINE ARTS IN 3D ANIMATION | 2005 - 2007

AWARDS

DEANS LIST

HONOR ROLL

SOFTWARE

ADOBE

AFTER EFFECTS

ILLUSTRATOR

INDESIGN

PHOTOSHOP

PREMIERE

TRIMBLE

SKETCHUP

APPLE

FINAL CUT PRO

BLENDER FOUNDATION

BLENDER 2.8

AUTODESK

MAYA

MAXON

CINEMA 4D

VIDEO COPILOT

ELEMENT 3D

OPTICAL FLARES

HEADUS

UV LAYOUT

MICROSOFT

EXCEL

POWERPOINT

SKILL SETS

3D MODELING

ADVERTISING

BRANDING

EDITORIAL

MOTION GRAPHICS

ON-SCREEN PERSONALITY

PACKAGE DESIGN

PHOTOGRAPHY

PRINT

PRODUCT DESIGN

UI/UX

VISUAL DESIGN