

SUMMARY

I bring a rare combination of fine arts, technical ability, understanding the psychology of visual design and color, and vast professional experience to a team. I gravitate towards elegant, clean, human centered design.

SOFTWARE

Adobe Photoshop	Sketch
Adobe Illustrator	Figma
Adobe InDesign	Maya
Adobe XD	V-Ray for Maya
Adobe Muse	Typography
Adobe Dreamweaver	HTML
Adobe After Effects	CSS
Adobe Premiere Pro	Microsoft PowerPoint
	Microsoft Office

EXPERIENCE

Freelance

January 2017 - Present

- Additional Training with UX/UI (User Interface Design/ User Interaction Design)
- Filming and Editing 15 part online business course.
- Working with small businesses to develop brand identities, style guides, overhaul websites, and update their UX/UI Human Centered Design, create PowerPoint decks.
- Developed 3D scanning and 3D printing capabilities for client projects.

Entirement- Microsoft Contract

May 2015 - October 2016

Product designer 2, alias v-plou, Microsoft group WDG-Windows Devices and Games

- Led the art department to collaborate to meet all the design and illustration needs covering the support websites for Xbox, Surface, and Band -<https://support.xbox.com/>
- Took part in user testing of UX/UI and made updates on the fly based on user feedback.
- Reorganized the process of creating illustrations and organization for thousands of images.
- During high demand times, before product launches or user testing, I was in charge of interviewing additional graphic designers, delegating projects and art directing them.
- Prototyping new human centered designs for support.xbox.com website for user personas testing.
- Icon creation for entire site.
- Improved UX/UI human centered interactive design with wireframes to full rendered designs.

Xtreme Consulting- Microsoft Contract

July 2012 - May 2015

Product designer 2, alias v-plou, Microsoft group WDG-Windows Devices and Games

- Led the art department to collaborate to meet all the design and illustration needs covering the support websites for Xbox, Surface, and Band -<https://support.xbox.com/>
- Took part in user testing of UX/UI and made updates on the fly based on user feedback.
- Reorganized the process of creating illustrations and organization for thousands of images.
- During high demand times, before product launches or user testing, I was in charge of interviewing additional graphic designers, delegating projects and art directing them.
- Prototyping new human centered designs for support.xbox.com website for user personas testing.
- Created numerous icons
- Improved UX/UI human centered Interface design with wireframe to full rendered designs.

MAQ Consulting- Microsoft Contract

June 2010 - July 2012

Product designer, alias v-plou, Microsoft group WDG-Windows Devices and Games

- Led the art department to collaborate to meet all the design and illustration needs covering the support websites for Xbox, Surface, and Band -<https://support.xbox.com/>
- Took part in user testing of UX/UI and made updates on the fly based on user feedback.
- Reorganized the process of creating illustrations and organization for thousands of images.
- Creating style guides, branding, icons.
- Prototyping Interface designs for support.xbox.com website for user testing.

FliiPixel, LLC

Founder and Creative Director

2004 - 2010

The main industry in Charleston, SC was real estate.

- Worked with realtors to develop logos, Powerpoint decks, UX and UI websites and mailers
- Recruited and hired PHP developers to create scripts to download the MLS database every night for real estate searches.
- Sold MLS database subscriptions, domain names and hosting space to the realtors creating passive income.
- FliiPixel was the only 3D studio in Charleston so I worked with top architects to create photorealistic 3D models rendered to show how their work would look in a completed state.
- Charleston was an area for entrepreneurs, so I was hired by many startups to create their logos and websites.

Major clients include: **Charleston Aquarium, Blue Ion, Gee Creative, Weichert Realty**

Atari

Graphic Product Designer

2002 - 2004

- Visual Designer- video game packaging, cover art, logos, and typography.
- Collaborated with top comic book illustrators in the business.
- Created collateral material, such as magazine ads, cardboard stand-ups and trade booth graphics for PS2, Xbox, Gamecube and PC video games.

Major clients include: **Enter the Matrix, Godzilla, Deer Hunter, Unreal, Roller Coaster Tycoon 2, Pac-Man**

The Creative Group

Graphic Designer

1999 - 2002

- Freelanced throughout Boston and the surrounding areas.
- Designed numerous websites, advertisements, brochures, books, and Powerpoint slides.

Major clients include: **Houghton Mifflin, Akami, The Learning Company, Fleet Bank, Mattel, New England Medical Center**

SMASH Advertising

Graphic and Motion Designer

1999 - 2002

Smash Advertising was one of Boston's top advertising agencies located on chic Newbury Street.

- Designed web, print and outdoor campaign advertisements for major national clients as well as 3D modeling.
- Trained in After Effects and animation.
- Created motion effects for documentaries on the History Channel.

Major projects include: **The History Channel, NBC Sports, Ringling Brothers Circus, Jamie Foxx Show, Oxygen Television**

EDUCATION

University of Connecticut

- Bachelor of Fine Arts Degree
- Concentration in Painting and Photography
- Additional online training in UX/UI