

Employment

2016-2017

Sr. Experience Strategist, Rational Interaction – Seattle

Pioneering a UX practice for a born-digital agency

Defining department scope and business offering, establishing client service model

Bespoke tactical support across existing departments

2011-2016

Sr. Art Director & Experience Designer, VML/YRGS/Wunderman – Seattle

Digital experiences, campaign innovation, site design, and apps

Clients include REI, Crocs, Amazon, Microsoft, and T-Mobile

2008-2009

Art Director, The Kern Organization – Woodland Hills

Integrated marketing for DirecTV

Concept development and design, cooperative agency presentations and studio direction

2006-2008

Freelance Graphic Designer

Publication design, marketing materials and packaging work

Clients include Belkin, Modern Luxury Magazines, BCBG Max Azria Group, and Jack Morton Worldwide

2006

Jr. Art Director, ADK America – Los Angeles

Preliminary research, concept development, mechanicals and production

Clients include Air Tahiti Nui, Ermenegildo Zegna, Bearing Point, and Pentel

Skills

Business development, design strategy, systems design, and information hierarchy

Research & audits, stakeholder interviews, workshops, and rapid to high-fidelity prototyping

Sketch, Creative Suite, UXPin, Invision, HTML & CSS capability

Education

2010-2011

School of Visual Concepts – Seattle

Course work to expand interactive design skills

Class guidance as teacher's assistant for CSS courses

2002-2004

Bachelor of Science, Graphic Design

The Art Institute of California, Los Angeles – Santa Monica

Dean's List for all academic quarters

Received 'Best of Quarter' award in graphic design and packaging

1999-2001

University of California, Santa Cruz – Santa Cruz

Course work includes art history, film theory and photography