

What I'm Looking For

I seek the opportunity to work creatively within a team that continually strives to provide the latest in innovative solutions. This team should actively promote the sharing of ideas, knowledge and skills, while at the same time encouraging both professional growth and advancement.

Where I've Been

October 2010–present **Designer | KlickNation**

KlickNation sees that my time gets spent designing and developing engaging user interfaces, dynamic informational displays, and even occasionally mastering some audio tracks. I work closely with a team of engineers to develop social media based games for the masses. Using cutting edge technology; our ultimate goal is to hook new players while diligently boosting retention amongst our core gaming contingent.

July 2009–October 2010 **Design Manager | Splitmind Solutions**

With Splitmind Solutions I was generally responsible for managing projects from concept to completion. This included spec'ing and budgeting, overall art direction, research, concept development, content creation, and information architecture. I was also primarily responsible for client presentations and as well as being the first point of contact with regards to design related inquiries.

January 2005–September 2008 **Graphic Designer | Defiant Lines**

As the lead designer for Defiant Lines, I helped implement a number of proprietary procedures and strategies for research and concept development. The bulk of my time was spent producing identity packages and websites for businesses large and small. Being the lead also meant it was my duty to oversee junior designers and maintain the quality of work outsourced to contractors.

November 2002–March 2004 **Graphic Designer | JDA, Inc.**

This was my first "real" design job, the place where all those things I thought I knew got thrown out the window. I learned how to design and produce magazines, catalogs, advertisements, and editorial layouts. I also learned how to assemble color keys, develop press-ready film, and maintain a RIP and network terminals. This was my proving grounds.

How I Got Here

Undergraduate—May 2009 Bachelor of Science in Graphic Design—CSU, Sacramento

What I Got There

May 2008 Excellence in Graphic Design—The Hornet—CSU, Sacramento
May 2009 Juried Portfolio Show—CSU, Sacramento

The Company I Keep

ADAC, Sacramento
AIGA, San Francisco Chapter

Stuff I Know A Little About

Adobe Creative Suite	Project Management
X/HTML & CSS	CMS (WordPress, Joomla!)
PHP, JS, jQuery	Information Architecture
Flex & AS3	Photography & Studio Lighting
Logic & Reason	Interactive & Video Production
Subversion	Audio & Sound Effects