

SUMMARY

- 30-year Art + Creative Director, Author & Designer at the crossroad of Art + Story + Tech
- Visual-Storytelling, World-Building, Character + Narrative Development, Visual Problem-Solving
- Narrative Art Direction + Production Design for Feature Animated Film, Short, and Commercial content
- Real-time, cross-platform experienced: Mobile, Console, PC, Browser, VR/AR, New Media
- Fiction & Screenwriter, teacher lecturer on Cinematic Design: The Art + Craft of Visual-Emotional Storytelling

09/18-Present | **EA / Maxis** | **Art Director / Principle Narrative Designer** | Redwood Shores, CA

- 11/17-3/18 | **Unannounced Maxis Project** | **Principle Narrative Designer** responsible for integrating narrative concepts into gameplay
- 11/17-3/18 | **Unannounced Maxis Project** | **Art Director** responsible for visualizing problem-spaces and presenting solutions
- 11/17-3/18 | **Unannounced Maxis Project** | **Looks Dev Art Director** responsible for developing look & feel visual targets for leadership
- 11/17-3/18 | **Original IP** | **Art Director** responsible for developing original & branded IP concept pitch docs & style guides for leadership
- 11/17-3/18 | **Command & Conquer Rivals** | **Art Director** | responsible for launch of mobile game; improved team morale & inner- and cross-departmental functionality, consistency & quality of output, high-impact/Rol post-launch features, live-content expansion

10/16-03/18 | **CREATIVE CONSULTANT** | **Art Director, Creative Director** | Bay Area, CA

- 11/17-3/18 | **Facebook - Building 8 (Contract)** | **Creative Director** | Menlo Park, CA
Authored, pre-visualized creative content demos for Ambient AR platform, with team of artists, photographers, motion artists
- 2/17-11/17 | **Pocket Gems** | **Production Designer** | San Francisco, CA
Directed look & design logic, managed internal & external artists developing image keys and style guides
- 2017 | **3rd Eye Studios** | **Advisor** | Helsinki, Finland
Advised studio on original look, tone & fiction for VR game, Downward Spiral
- 08/16-02/17 | **Steel Wool Studios** | **Art Director** | Oakland, CA
Mentored art team, guided visual look & previs process for Warhammer VR Game, The Horus Heresy
- 10/16-05/17 | **Capital One Creative Lab** | **Creative Director** | San Francisco, CA
Conceptualized, directed interactive comic book-themed interactive installation for C1 Cafes

WORK HISTORY

01/15-06/16 | **GOOGLE** | **Doodler** | Mountain View, CA

- Artist, Art Director & Creative Director for international Static, Animated & Template Doodles
- Creative Director for Interactive Doodles, including art direction and visual prototyping
- Sourced and maintained expansive database of international contract & freelance artists
- Creative Director of doodles for mobile Now Platform
- Creative Director of iterative Fun Boxes

10/11-12/14 | **DYNAMIGHTY** | **Art Director/Co-Creative Director** | San Francisco, CA

Responsible for visual style of Bafta-nominated & Pocket Games award-winning game, Counterspy, (2014 on iOS, Android, PlayStation, PS4 & PS Vita). Responsibilities included:

- Established the look, tone, and style of Counterspy
- Contributed to game fiction, world-building, narrative and humor
- Art Directed in-house, remote artists on Settings, Characters, Visual Development, VFX, Cinematics
- Prototyped early production modular set and prop assets, metrics & pipeline
- Modeled, UVed & Textured sets and props in Maya
- Implemented UI, HUD, screen and cinematic elements in Unity using NGUI
- Designed, Assembled, Lit sets in Unity
- Designed all in-game & outer-loop Graphics, Menus, Screens, HUD, App Store & Branding assets
- Designed Dynamighty corporate Branding & Visual Identity
- Developed original IP concept Pitch Decks for investors
- Art Directed look & feel of self-published 2015 iOS & Android mobile game, Fingers of Fury

WORK HISTORY

11/96-07/11 | **PIXAR ANIMATION STUDIOS** | *Production Artist/Production Designer/Art Director* | Emeryville, CA

16 years in the feature Art Department on 11 Features, multiple Shorts, Commercials, TV interstitials, Shorts, DVDs, Theme Parks, Marketing & Consumer Products, Localization, Training & Mentoring, Art Pipeline improvement.

- *Monsters Inc 2, Cars 2, Brave, Toy Story 3* | *Graphic Designer*
- *Cars Toons* | *Set, Character & Graphic Designer*
- *Newt (canceled)* | *Set Art Director*
- *Wall-e* | *Graphic Art Director*
- *Ratatouille* | *Set Designer, Graphic Designer*
- *Lifted (short)* | *Production Designer*
- *The Incredibles* | *Set Designer, Lead Graphic Designer*
- *Toy Story 2* | *Set Artist, Graphic Artist*
- *A Bug's Life, Monsters, Inc* | *Character Artist, Set Artist, Graphic Artist*
- *Commercials* | *Freelance Background, Texture, Graphic Artist*

03/96-11/96 | **THE 3DO COMPANY/NEW TECHNOLOGY GROUP (NTG)** | *Digital Concept Artist* | Redwood City, CA

- *Untitled Internet Project (canceled)* | *Vehicle & Character Concept Artist*
- *Rush (canceled)* | *Character & Environment Concept Artist; 3D Modeler & Texture Artist*
- *Station Invasion; Golden Gate (3DO)* | *Freelance Cinematic Storyboard Artist*
- *Escape From Monster Manor (3DO)* | *Freelance FX Artist*

05/94-01/95 | **ROCKET SCIENCE GAMES** | *Digital Artist/Art Director* | Emeryville, CA

- *Rocket Boy (canceled)* | *Art Director, Set & Character Concept Artist*
- *Obsidian (PC)* | *Character Concept Artist for internal pitch*
- *Cadillacs & Dinosaurs (Sega CD)* | *Production & FX Artist, Cinematic Storyboards, Compositor*

11/92-01/94 | **EPYX GAMES** | *Digital Artist/Animator* | Redwood City, CA

- *Battle Bugs (PC)*: *Co-Designed/Co-Animated all in-game art, sets, characters, menus & screens*

SPEAKING

2006-2007 | **Academy of Art University** | *Instructor* | San Francisco, CA

Taught 2 semesters of *Production Art for 3D Feature Animation*; now permanent part of curriculum

Public Speaker

EA Worldwide Studios; Google; GDC; Academy of Art; Art Center; CCA; MICA; SCAD; Society of Children's Book Writers & Illustrators; Bologna Future Film Festival; VMA re:design Conference; 2017 Games First; Aalto University

EDUCATION

De Anza College

Focus in Film-Making/Screenwriting | Cupertino, CA

San Jose State University

Focus in Graphic Design/Illustration | San Jose, CA

Continuing Education

Focus in Novel Writing, Screenwriting, Storyboarding & Improv

SKILLS

Software

Adobe Suite: Photoshop, Illustrator, After Effects, Acrobat, InDesign; Maya; Unity; NGUI; MS Suite: Excel, Word, PowerPoint, Outlook; Google Suite: Sheets, Docs, Slides; Keynote; SketchUp

Interests/Hobbies

Novel writing & screenwriting; Digital photography; Reading novels, comics, picture books; Graphic & information design; Current, classic, foreign, mainstream, cult films, animation & streaming content; Comics, graphic novels & picture books; Music