



WORK HISTORY

ROCKET SCIENCE GAMES | Digital Artist/Art Director [PUB]

- Rocket Boy
- Obsidian: Character Concept Artist for internal pitch
- Cadillacs & Dinosaurs

EPYX GAMES | Digital Artist/Animator [GAMES]

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

COMPUTER CURRICULUM CORPORATION (CCC) | Digital Artist [EDUCATION]

- (GDD) [EDUCATION]

THE AGENCY & ASSOCIATES | Graphic Artist [DESIGN]

[EDUCATION]

SJSU ASSOCIATED STUDENTS PROGRAM BOARD | Graphic Artist/Illustrator [EDUCATION]

[EDUCATION]

FREELANCE

FREELANCE | Storyboard/Concept Art/Character & Background design/Animation/UI & Web design [EDUCATION]

Pixar Animation Studios, Tippett Studios, Xaos, Academic Systems, New Technology Group, Mindsphere, The 3D0 Company, Cyclone Studios, Presage, Time-Warner Interactive, Digital Deck, Syndeo, One Page

Academy of Art University | Instructor [EDUCATION]

DXJKW [PHWHUR] Production Art for 3D Feature Animation, now permanent part of curriculum

PUBLIC SPEAKER | Cinematic Design, Designing Counterspy, Production Design & Graphics Process talks [EDUCATION]

VMA re:design conference 2016 (San Francisco, CA), Google (Mountain View), GDC 2015, (San Francisco, CA), Academy of Art (San Francisco, CA), Art Center (Pasadena, CA), CCA (Oakland, CA), MICA (Baltimore, MA), SCAD (Savannah, GA), SCBWI West (Asilomar, CA), Bologna Future Film Festival (Bologna, Italy)

EDUCATION

De Anza College

1989-1990 • Film-Making/Screenwriting • Cupertino, CA

San Jose State University

07/87-06/89 • Graphic Design/Illustration • San Jose, CA

Continuing Education

1998 - Present • Novel Writing/Screenwriting/Storyboarding/Improv

SKILLS

Software

Photoshop, Illustrator, After Effects, Maya, Unity, NGUI, Cornerstone, Versions (svn), MS Office, Sketchup

Interests/Hobbies

Novel writing, screen writing, digital photography, design, media & pop culture, public-speaking, mentoring, teaching