

## Focus

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A well-rounded and empathetic designer who is happiest when solving ambiguous, multi-faceted product and UX challenges. Ensuring the right problems are being solved with actionable solutions for the benefit of both the company and its customers.

## PROFESSIONAL EXPERIENCE

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- AUG. '19 – OCT. '19' SENIOR UX DESIGNER**  
Smashing Ideas (Contract) | [Unannounced Mobile App](#)  
I helped explore and realize a complex user-centered concept put forth by the client. I worked directly with the client, Smashing Ideas leadership to translate the client's idea into a user validated proposal.
- MAR. '18 – AUG. '19 SENIOR UX DESIGNER**  
Vreal Inc. | [Vreal desktop and web application](#)  
I worked closely with all disciplines on feature and UI development for the main desktop application. Created feature spec docs, wireframes, user flows, interactive prototypes, and motion studies. Gathered valuable feedback via user testing.
- JAN '17 – FEB '18 UX DESIGNER**  
Mega World Studios (Contract) | [Cats In Mechs](#)  
Rework and design of various UI/UX elements to provide a better player experience for the Cats In Mechs mobile game. Help refine various gameplay elements.
- APR. '16 – DEC. '16 PRODUCT / UX DESIGNER**  
Microsoft HoloLens Team (Contract) | [Microsoft 365 Layout](#)  
I designed key features, create design docs and design artifacts. Work closely with all disciplines on feature development. Validate and drive product and feature creation through research, customer demos, and interviews.
- OCT. '15 – NOV. '15 INNOVATOR**  
Stanford University @ Autodesk (Contract) | [Autodesk ReMak](#)  
I spent six weeks with a team of other Innovators conducting user interviews, brainstorming sessions, & creating prototypes to help Autodesk find new use cases for their photogrammetry software, ReMake and experience creation software, Project Play.
- DEC '09 – FEB '15 DESIGNER**  
Insomniac Games, NC | [Sunset Overdrive, Ratchet & Clank Series](#)

- JAN '09 – JULY '09 SENIOR MULTIPLAYER DESIGNER, Outsourcing**  
YAGER Development, Germany | [Spec Ops: The Line](#)
- DEC '05 – NOV '08 SENIOR GAME DESIGNER**  
Guerrilla Games, Holland | [Killzone 2](#)
- JUNE '04 – SEP '05 GAME DESIGNER**  
Electronic Arts Los Angeles | [Medal of Honor: European Assault](#)

## EDUCATION

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**2001 – 2004 Art Institute of California Los Angeles, Santa Monica, CA**  
Bachelor of Science in Game Art & Design

## HARD SKILLS

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**SKILL RANKING:** FAMILIAR > WORKING KNOWLEDGE > PROFICIENT > EXPERT

### SOFTWARE

- **Adobe Photoshop** | Proficient
- **Adobe Illustrator** | Proficient
- **Adobe After Effects** | Proficient
- **Adobe Premiere** | Working Knowledge

### WIREFRAMING SOFTWARE

- **Figma** | Expert
- **Balsamiq** | Working Knowledge
- **Adobe XD** | Working Knowledge

### 3D PACKAGES

- **Maya** | Proficient
- **Blender** | Familiar

### GAME ENGINES

- **Unity** | Working Knowledge
- **Unreal** | Working Knowledge

### TASK TRACKING

- **TFS** | Working Knowledge
- **Git** | Familiar
- **DevTrack** | Working Knowledge
- **JIRA** | Working Knowledge