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### **Education:**

School of Visual Arts 2001-2004 BFA Graphic Design Major Dean's list 2004.

Ocean Township High School Graduated 2000

### **Awards & Shows:**

2009 Diana Jones Award Nominated for Excellence in Gaming

2009 Indie RPG Award Most Innovative Design

MARCOM Platinum Award, Intranet design 2007

MARCOM Gold Award, recruitment brochure design 2007

AIGA Senior Design and New Talent showcase 2004

# **Experience:**

### Girl Scouts of the USA – NYC Graphic Designer 2019-2020

Responsible for end-to-end design of national partnership programs, utilizing published materials, live events, social, and interactive elements. Partners included: Lego, Ratheon, J&J

#### Freelance Work – NY & NJ Art Director/Graphic Designer 2000- Present

Clients include: Ogilvy, Prudential, The Wall Street Journal, Sesame Workshop, Cymbalta, Zyprexa, CIE Tours, GAF inc., Sleepy's Mattresses, IPC Systems, Ashfield Healthcare

#### PCMag.com (Ziff Davis Inc.) – NYC Lead Marketing Designer 2013-2014

Developed custom sites and ad experiences for publisher initiatives as well as client brands including: Google, HP, Microsoft, Best Buy, Sprint, Dodge, and many others

#### Aspen Marketing – Morristown NJ Art Director 2010-2013

Responsible for conception and implementation of digital/interactive and game content for Kraft, AT&T, Toyota, Hertz, JVC, Sentry Safe, Goldtoe, Dial/Borax, and several others

#### Lanmark Group – Eatontown NJ Graphic designer 2006-2008

Designed print and digital media for national and international campaigns. Clients include: Johnson and Johnson, Wrigley Orbit, Sirona systems

### Some Other Jobs I've Had:

- Advertising Critic for TheStreet.com
- Designer/Publisher of tabletop games
- High School Graphic Design Teacher
- Writer/Performer: 'The Whitest Kids U Know' comedy Troupe
- Gardener/horticulturist

# **Expertise:**

Adobe CC (Photoshop, Illustrator, Indesign, Lightroom, Premiere) Figma Mac OS/Windows MS Office suite Print Production Presentation/Deck design Logos/Branding Interaction Photo Retouching Game Design Gamification Wireframing UX/UI **Client Presentation**