

♦ SKILLS ♦

**Adobe Creative Cloud**

Photoshop  
 Illustrator  
 Premiere  
 After Effects  
 InDesign  
 Dreamweaver

**3D Modeling**

3ds Max  
 Maya  
 Blender

**Web Design**

HTML  
 CSS  
 Javascript

**Traditional**

Illustration  
 Storyboarding  
 Conceptual Design  
 Markers  
 Gouache  
 Acrylic  
 Oils



REFERENCE

**Lisa Withers from  
 Collins Aerospace**  
 (360) 454-8623

**Jessica Ronnell from  
 ID@Xbox**  
 (425) 785-5691

**Micha Chan from  
 Sobai Games**  
 (206) 229-1489

♦ PROFILE

Hard working detail oriented designer with a wide range of skills. Vast experience in graphic design, illustration, UI/UX and web design working in design firms, game studios and as a freelance designer for over 17 years.

♦ EMPLOYMENT HISTORY

**IE/Receiving Collins Aerospace**

Oct 2019 - Current

- Receive incoming packages.
- Confirm purchase order, certificates of conformance, part marks and quantity are accurate.
- Communicate with Procurement/Recipients to ensure problematic packages are resolved in a timely manner.

**Co-Founder/Creative Director at Sobai Games**

Jan 01, 2012 - Dec 31, 2016

Responsibilities were to provide a comprehensive vision for Sobai Games, their products and branding. From concept to final product, Heads the creative process and leads the design team by clearly communicating design concepts, mentor and teach design principles and digital media software as needed.

- Created original game from start to finish
- Launched Elly Cooper and the City of Antiquity on PC and MAC
- Created 90% of all visual assets that went into the game
- Created 70% of all animation
- Used Photoshop, After Effects, 3DS Max for 3D modeling to create in game environments and assets.
- Directed other artists for additional assets.
- Character Design, Environmental Design.
- Help Develop story
- Created all UI and UX in game.
- Made a game using Unity.

**Valve Corporation**

July 01, 2013 - July 19, 2013

Production/Concept Artist - Created trading cards, badge, emoticons and backgrounds for Hotline Miami, Skyrim and Half-Life.

- Thumbnails created in Photoshop
- Final Render done in Photoshop

**Production Designer/UI/UX at Microsoft**

June 2010 - April 2013

Worked on security access to server room application

- Created mock up demo with HTML, CSS and Javascript.
- Responsible for designing the look and feel of internal apps used by different groups within Microsoft.
- Worked on 'Interface' redesign with wireframe.
- Created mock up demo with HTML, CSS and Javascript.

- Collected User Stories.

Production Artist - Responsible for visual assets used for concepts, mocks, promotions web and email. Graphic Designer - Did concept sketches, illustrations, logos, icons, UI and promotional materials for Gears of War: Judgment, Xbox Fitness, Kinect Nat Geo TV Season 2, D4: Dark Dreams Don't Die, World Series of Poker: Full House Pro, Monsters Love Candy, Karaoke and more.

- Logos created with Photoshop and Illustrator
- Icons and Achievements created with Photoshop and Illustrator
- Web assets for for Gears of War: Judgment created in Photoshop
- Promotion E3 Material created in Photoshop and Illustrator
- Game assets (card decks and tablecloth) for World Series of Poker: Full House Pro created in Photoshop and Illustrator.
- Did concept sketches, illustrations, logos, icons, UI and promotional materials for Kinect Nat Geo TV Season 1, Crimson Dragon, Star Wars Kinect and more.
- Created Star Wars intro crawl for foreign languages.
- Created Crimson dragon model sheets.
- Worked on UI and UX for Kinect Nat Geo(wireframes and final renders). Also worked on Achievement icons.

Product Designer - Created all art/visual assets for game design tutorials for windows phone 7's indie games development and XNA Creators Club Online Educational Content.

- Visual assets for educational content created in Photoshop and Illustrator.
- Created all assets and animation for collection of tutorial games including Marble Maze, Shooter, Catapult Wars, Honeycomb, Ninjacademy and more.

### **Freelance/ID@XBOX/Gamgo Games/Big Fish Games and more.**

February 2007 - Current/Ongoing Projects

- Commission - Designed 2019 and 2020 giveaway skate deck art for ID@XBOX team for GDC/E3.

2020 Commission - Designed giveaway 2020 Design Notebook ID@XBOX team.

- Created conceptual thumbnails in Photoshop.
- Finalized version using vector graphics in Illustrator and Photoshop.
- Created various grid patterns for print in the design notebook.
- Created storyboard template for design notebook.
- Layout book pages for print in Adobe InDesign.

*\*Additional freelance work available upon request.*

### **Digital Media Artist at Personify Design**

August 2005 - August 2007

- Graphic and illustrations, design and layout for the web, for companies such as Microsoft and Pro Sports Club.



## **EDUCATION**



### **Associates of Applied Arts at The Art Institute of Seattle**

May 2002 - September 2005