

- Objective** **Seeking to utilize my skill and experience in Visual Development and Design in order to provide high quality artwork for the entertainment industries.**
- Skills**
- Extensive skill in drawing and painting, with emphasis on composition, character design and color application
 - Experience working in a professional production pipeline
 - Expertise in many digital and traditional media including digital painting, 2D Flash development, video editing and illustrator
- Experience**
- Associate Artist**
1/31/07 - present **Playfirst Inc**, San Francisco, CA
- Contributed to the publishing of 3 major Playfirst titles
 - Created in-game art for Diner Dash, as well as a host of other games when needed
 - In charge of all cinematic art for the latest line of Playfirst's most lucrative properties
- Graphic Artist**
6/1/06 – 10/30/07 **Pendulum Studios**, San Diego, CA
- Contributed visual development for a AAA video game Intro cinematic
 - Provided matte painting backgrounds for various CG projects
 - Designed box art for the PC game Paraworld
- Packing and Shipping**
2/1/05 – 12/1/05 **Saw Horse Enterprises**, San Francisco, CA
- Expediting high volumes of product for one of the most successful internet retailers in the Bay Area
- Education** **Academy of Art, San Francisco, CA**
2002 - 2006
- BFA
- References** Provided at request