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## ABOUT ME

Creative problem solver with more than eight years of experience developing illustration, animation/visual effects, design, and creative direction for publishing, media, tech, and medical audiences. Clients benefit from my strong creative vision and leadership, production aptitude, quality assurance, and intuitive information design skills to build compelling, entertaining media and print products.

## PROFESSIONAL EXPERIENCE

### Lachina Creative Director

- Beachwood, OH  
2014–Present
- showcase Lachina art/media talents to current and potential clients
  - drive visual quality through marketing and branding efforts
  - strategize innovative product solutions and lead prototype development
  - expand new media markets by developing new strategic client relationships

### Lachina Art Director

- Beachwood, OH  
2012–2014
- oversaw art and media department resources
  - developed and enforced efficient, standardized, production processes and workflows
  - created/measured dept. performance metrics
  - estimated new projects, assigned project teams, and managed department capacity
  - managed departmental budget
  - performed senior biomedical artist/art lead duties

### Lachina Senior 3D Biomedical Artist/Art Lead

- Beachwood, OH  
2006–2012
- led internal and external project teams
  - created illustration and media style guidelines
  - brainstormed project requirements/features
  - created pre-production assets (wrote and edited scripts, rendered storyboards, created wireframes, performed UX/UI design, created prototypes, developed concept sketches and character designs)
  - rendered illustrations and infographics (2D/3D)
  - created animations (2D, 3D, and motion graphics)
  - created simulations (2D and 3D)
  - composed video with SFX and sound (FX/VO)
  - worked within tight budgets and deadlines
  - performed quality checks for style, consistency, and editorial and scientific accuracy

## EDUCATION

### Cleveland Institute Of Art

Cleveland, OH

2001–2006

**BFA** | Biomedical Illustration

**Minors** | Digital Arts and Photography

## SKILLS

- Creative Direction
- Illustration (2D/3D), Infographics
- Biomedical Illustration
- 3D Generalist (Model, Light, Rig, Animate, Texture, Render)
- Animation (2D/3D)
- Audio Editing
- Video (Composition, Post, SFX)
- Art and Style Development
- Brainstorming, Product Development
- Communication Design
- Concept Design, Character Design
- Pre-Production: Script Development, Storyboarding, Wireframing
- Digital and Traditional Photography
- Responsive Design, Web Design
- Technologies: HTML/CSS, JavaScript  
Flash (Actionscript)
- Quality Checking
- CMYK Print Prep
- Client and Resource Management

## SOFTWARE

### Adobe CC

Photoshop  
Illustrator  
InDesign  
Acrobat  
After Effects  
Premiere  
Flash

### Pixologic

Zbrush

### Autodesk

3D Studio Max  
Maya  
Mudbox  
Afterburner

### MS Office

Word  
Excel  
PowerPoint  
Outlook