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| E D U C A T I O N  B.F.A / INTERACTIVE DESIGN  AND GAME DEVELOPMENT Savannah College of Art & Design  2006–2010  **S O F T W A R E**    Adobe Creative Cloud  Photoshop  Illustrator  After Effects  InDesign  Unity 3D  Autodesk Maya  Procreate  ZBrush  Git | Sourcetree  Trello  G-Suite  Docs  Sheets  Slides  Pages  **S K I L L S**  Adaptability  Illustration  Look Development  Project Management  User Experience  App Development  Research  Problem Solving  Communication  Leadership | P R O F I L E  Process-driven art director with demonstrated success managing art development on branded mobile apps and games, able to match style or develop new aesthetic as needed. Proven track record of communicating and managing effectively in both client, interdepartmental and vendor settings; with an emphasis on collaboration and promoting trust. Adaptable to a variety of roles, seeks to promote and participate in a culture of learning, sharing and growth.  E X P E R I E N C E  **ART DIRECTOR / GAME ARTIST**  Scholastic // New York, NY // 2012 – Jan. 2020  Worked as an in-house art director/lead artist—defined and maintained visual identity on five shipped titles; Home Base, Shadow House, Horizon, TombQuest, and Spirit Animals. Performed a wide variety of graphics related tasks such as web design, print ads, storyboards, 3D assets, presentation decks, social media content, concept sketches.   * Oversaw art development from concept to completion—coordinated with multidisciplinary teams and vendors to create compelling and on-brand content that remained well within budget. * Regularly interfaced with internal stakeholders, built and nurtured buy-in by initiating project onboarding interviews, presenting progress, and effectively soliciting and relaying feedback into results that exceeded expectations. * Contributed to process improvement through use of project management technique, advocation of helpful technology and tutorial and guide authoring.   **FREELANCE GRAPHIC DESIGNER**  MuseAmi // New York, NY // 2010 – 2012  Worked with Principal Product Manager and Principal Engineer to flesh out concept mockups and user interface assets and graphics for new and existing mobile apps. |