Los Angeles, CA

motion graphics • design • mobile marketing • social video

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WORK HISTORY

MOTION GRAPHICS DESIGNER at Playback Technologies

2014 - present Burbank, California

Designing and animating script specific content and stock footage for Fast & Furious 7, Scandal, Ray Donovan, State of Play, The Office, and Newsroom.

USER EXPERIENCE DESIGNER at EA Mobile

2013 - 2014 Los Angeles, California

Designed mobile UI mockups for 'Origin', EA's in-game social network. Modified user experience flows based on A/B test results. Signed to a one-year contract.

DIGITAL VIDEO PRODUCER at Polychrome

2009 - 2013 Los Angeles, California

Directed, composited and match moved video content for HP 'All-In-One' PC series.

Edited story driven web spots using After Effects and Maya 3D.

MOTION GRAPHICS DESIGNER at Ignition Creative

2006 - 2009 Culver City, California

Designed and animated TV spots for The Disney Channel.

Used After Effects to convert still images into animated kiosk ads for Konami.

MOTION GRAPHICS ANIMATOR at Schematic

2004 - 2006 Culver City, California

Designed motion graphics intro titles and lower thirds for LG, Target, and Microsoft.

Animated a Sony Ericsson promo spot combining 2D and 3D elements with After Effects.

EDUCATION

ACADEMY OF ART UNIVERSITY

1998 - 2002 San Francisco, California

Bachelor of Fine Arts Degree

SKILLS

Producing video content for broadcast and optimizing for mobile and web.

Social video editing with motion graphics, transitions and lower thirds.

SOFTWARE

After Effects Maya 3D Cinema 4D
Photoshop Apple Logic Final Cut Pro
Illustrator Adobe CS Premier Pro

CONTACT

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DEMO REEL

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