

## ART/CREATIVE DIRECTOR

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*Production / Pre-Production / Technology Initiatives  
Project Management / Interactive Media / Cross-Functional Collaboration*

Enthusiastic AAA games/experiences, and marketing/content developer, with a strong creative vision and an internal desire to learn and grow in pursuit of interactive media perfection. Solid aesthetic sense, acute attention to detail, and high level of technical expertise, as well as a strong project management and presentation skills. Proven record of unifying and crafting compelling visuals; demonstrating keen interest in emerging, creative technologies. Enjoy collaborating with teams of artists, designers, producers, and programmers, inspired by cultures of inclusivity.

### AREAS OF EXPERTISE

- Virtual Reality
- Augmented Reality
- Creative Direction
- AAA Gaming
- Marketing
- Interactive Narratives
- Content Development
- Project Management
- Animation
- Presentations

### PROFESSIONAL EXPERIENCE

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FIRST CONTACT ENTERTAINMENT – Santa Monica, CA

(01/2020 - PRESENT)

*AAA VR Interactive Games  
Firewall Zero Hour, SOLARIS*

#### STUDIO ART DIRECTOR

Leverage industry and emerging technology/market trends, consumer insights, and internal resources across finance, marketing, and operational platforms. Envision, develop, and direct tone and style of wide range of art assets scaling virtual reality (VR) games and apps, ensuring prioritization of technology initiatives in alignment with strategic enterprise objectives, and financial drivers, ultimately pushing the boundaries of what is possible in the space.

#### *Selected Contributions:*

- Partnered with senior leadership, establishing strategic objectives, and meeting visual/technical standards.
- Personalize product experience, in partnership with diverse team of artists, programmers, and designers to authentically represent the multiple narratives that exist in every story; grow and lead internal art team ultimately responsible for effectively communicating story and intuitive gameplay.
- Strategically balanced communications with impacts of deadlines and resources, aligned with style and quality requirements, while maintaining consistency across all art disciplines.

OSTENDO TECHNOLOGIES - Beverly Hills, CA  
*AR/VR Interactive Narratives, Games and Marketing*

(03/2017 - 02/2020)

VR/AR CREATIVE DIRECTOR (UNANNOUNCED)

Leverage industry and emerging technology/market trends, consumer insights, and internal resources across finance, marketing, and operational platforms. Envision, develop, and direct tone and style of wide range of art assets scaling virtual reality (VR) and augmented reality (AR) games and apps, ensuring prioritization of technology initiatives in alignment with strategic enterprise objectives, and financial drivers, ultimately pushing the boundaries of what is possible in VR/AR space.

*Selected Contributions:*

- Enhanced AR applications with creation of new user experience/user interface (UI/UX) designs for next generation AR glasses.
- Personalize product experience, in partnership with diverse team of artists, programmers, and designers to authentically represent the multiple narratives that exist in every story; grow and lead internal art team ultimately responsible for effectively communicating story.
- Strategically balanced communications with impacts of deadlines and resources, aligned with style and quality requirements, while maintaining consistency across all art disciplines.

BOXI INTERACTIVE - Los Angeles, CA  
*Iron Order and Hypserstrike GO!*

(06/2016 - 03/2017)

VR STUDIO ART DIRECTOR

Intuitively understood how to leverage data and insights to push boundaries of creative excellence. Created inspirationally styled visuals to help unify and bolster artistic direction of VR combat game. Encouraged digital transformation through cognizance of demographic and market trends. Inspired cross-disciplinary team by challenging them to create compelling storylines in a rapidly-evolving environment, outsourcing when necessary to achieve desired results on time and within budget.

*Selected Contributions:*

- Led creative team to design visually creative, bleeding-edge mobile experiences in creation of AAA caliber VR game.
- Championed aesthetic quality and cohesiveness of products by providing clear, concise direction and feedback to both internal and external teams.

SURVIOS (contract) - Los Angeles, CA  
*Raw Data*, active VR combat

(02/2016 - 06/2012)

VR STUDIO ART DIRECTOR

Helped clearly define and direct an artistic vision across VR gaming experiences, while directly contributing to narrative writing aspects of project. Enhanced standard of product's visual aesthetic, directing art, programming, and design departments to further develop tools and improve real-time rendering engine.

*Selected Contributions:*

- Partnered with senior leadership, establishing strategic objectives, and meeting visual/technical standards.
- Awarded best VR game of Game Developers Conference (GDC), in 2016.

POUND SAND - Los Angeles, CA

(02/2014 - 02/2016)

*Fantastic Plastic Squad*, 3rd person F2Play mobile shooter published by WG Cells

STUDIO ART/CREATIVE DIRECTOR

Championed product's aesthetic quality and cohesiveness for AAA mobile gaming, setting high bar for quality; advocated effectively on behalf of best consumer experience. Defined teams technical needs to carry out creative vision of products, projects, and initiatives.

*Selected Contributions:*

- Worked with Kabam for 5 months on free-to-play (F2P) strategy/marketing.
- Developed final game with WG CELLS for monetization and user flow.

2K GAMES - Novato, CA

(09/2013 - 01/2014)

*Evolve; Civilization Revolution 2*, for iOS

PUBLISHING ART DIRECTOR

Orchestrated partnerships with studios spanning global platforms, in the effort to follow best practices for AAA art creation. Acted as interface between internal/external clients and key stakeholder in assuring operational aspects and media campaigns of projects would deliver a best-in-class game.

Selected Contributions:

- Coordinated pipeline processes, in communication with teams and internal technology groups.
- Subject matter expert on media strategies and campaigns; analyzed results, optimized methods, and adjusted as necessary.

TRION WORLDS - San Diego, CA

(04/2012 - 10/2013)

*Defiance*

STUDIO ART DIRECTOR

Collaborated with SyFy network on first transmedia project created across massively multiplayer online (MMO) game and television series platforms, integrating their core vision, and developed storytelling and visuals for MMO aligned with flow of television show. Established, maintained and enhanced relationships with discipline leads and marketing, to provide consistently high-quality art.

Selected Contributions:

- Mentored/directed on and off-site art teams, ensuring continuity and consistency across all disciplines.
- Increased user base by 20%, through ambitious marketing strategies.

SONY-ZIPPER INTERACTIVE - Redmond, CA

(08/2011 - 04/2012)

*Unit 13* for PS VITA; *Unannounced IP*, for PS4

STUDIO ART DIRECTOR

Directed launch title game within an 8-month period, as creative director/art director for new AAA caliber games. Partnered with Sony studios worldwide, navigating the future of immersive technologies, harnessing ideas and concepts to fuel concepts for team execution.

Selected Contributions:

- Honored with "Best Selling PS VITA Game" designation during launch of *Unit 13*.
- Created pipeline with Guerilla Interactive for international co-development on Killzone 4.

ACTIVISION - TREYARCH - Los Angeles, CA

(12/2008 - 08/2011)

*Call of Duty: Black Ops; Black Ops2; Zombies DLC; Modern Warfare 3*

ART DIRECTOR, ASSOC.; LIGHTING DIRECTOR

Established groundwork for production of first game in a series to feature cutting edge warfare technology. Acted as bridge between artists and multiple departments, owning initiatives such as flow of art supplies, and enhancement of style guides. Created inspirational visuals to unify and bolster artistic direction, and define teams' technical needs in carrying out creative vision of products, projects, and initiatives.

Selected Contributions:

- Developed creative strategies for brand and campaigns; resultant combined sales of over\$1 Billion.

FOOTY, LLC - Los Angeles, CA

(02/2008 - 12/2008)

*Footy Academy*

CHIEF CREATIVE OFFICER; CO-FOUNDER

Designed 18 characters in creation of a "tween" MMO social gaming site. Oversaw art design and direction, including the manufacturing of prototype figurines. Managed budget, scope, and resources according to organizational goals and strategies.

## ADDITIONAL PROFESSIONAL EXPERIENCE

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COREY ROAD - Los Angeles, CA (08/2007 - 02/2008)

*Academy 13*

CHIEF VISUAL OFFICER; CO-FOUNDER

Guided creative direction and narrative of "tween" MMO social gaming network, in the toys-to-life genre. Provided creative team leadership, inspiring artistic vision navigating schedules and staying on budget.

ELECTRONIC ARTS - Los Angeles, CA (03/2003 - 08/2007)

*Medal of Honor: Airborne; MoH: Pacific Assault; MoH: Rising Sun*

CG SUPERVISOR, DIRECTOR, PRODUCER

Crafted compelling visual narratives reinforcing and enhancing the game's setting, story, and gameplay elements. Collaborated with artists and developers on UI/HUD designs; designed top-selling GameCube game.

ESC ENTERTAINMENT - Alameda, CA (10/2002 - 04/2003)

*Matrix: Reloaded; Matrix: Revolutions*

MODELER/DESIGNER

Created high quality and detailed hovercraft and weapon platforms in collaboration with department leads. Resulting productions grossed \$1.5B worldwide.

LUCASARTS - San Rafael, CA (01/2002 - 10/2002)

*RTX: Redrock*

SENIOR MODELER, DESIGNER

Conceptualized, designed, and created cinematic and game assets; modeled and textured props, environments and characters.

RETRO STUDIOS - Austin, TX (05/2000 - 12/2001)

*Metroid Prime*

SENIOR ARTIST

Crafted compelling visual narratives reinforcing and enhancing the game's setting, story, and gameplay elements. Collaborated with artists and developers on UI/HUD designs; designed top-selling GameCube game.

SQUARE USA - Honolulu, HI (02/1997 - 05/2000)

*Final Fantasy: The Spirits Within*

LEAD CG ARTIST

Pioneered first photorealistic animated feature marketed for adults. Directed artistic creations, including holograms and motion graphics; collaborated on story and dialogue writing.

TAKE 2 INTERACTIVE, Latrobe, PA (11/1995 - 01/1997)

*Jetfighter: Full Burn; Black Dahlia; Battlecruiser 3000; Ripper*

ART/TECHNICAL DIRECTOR

Designed and created appealing and idealized visual narratives that reinforced and enhanced games as well as cinematics. Directed team of four in design of multiple game levels.

## EDUCATION AND CREDENTIALS/PROFESSIONAL CERTIFICATIONS

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Certified Scrum Master (CSM), Scrum Alliance; expert in agile team leadership and creative direction

Power Up! Management Training, Electronic Arts, Redwood City, CA; completed extensive course in agile development for successful teams

Management Training, Skywalker Ranch, Nicasio, CA; completed training for managing large teams, art assets and solving problems

Associate's Degree, Industrial Design, Art Institute of Pittsburgh, Pittsburgh, PA

Criminal Law (continuing education), Southern Vermont College, Bennington, VT

Associate's Degree, Criminal Law, Greenfield Community College, Greenfield, MA

## TECHNICAL SKILLS

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- Art Direction
- Production Design
- Creative Direction
- Style Guides
- Studio Presentations
- Lighting
- Post FX
- Adobe Suite
- Power Point Presentations
- Mudbox/Zbrush
- Unreal Engine
- Unity
- Maya
- Substance