

## Experience

### Graphic Designer (9/2024 ~ Present)

Sports Basement, California

- Creation of graphic elements for emails, social media and SMS marketing campaigns.
- Creation & management of signs & messaging for in-store displays (using Mango Signs GUI).
- Collaboration with Buyers on ever-changing weekly promos, each needing support in the form of in-store & digital signs
- Marketing & promotional assets for events, company-wide seasonal sales, web, print and digital displays.
- Digital Asset Management for 1000s of files representing the Sports Basement media library.

### Unreal Onset Operator (8/2022 ~ 1/2023)

Intrepid Creative, San Rafael California

- Management and operation of Unreal Engine scenes optimized for LED volumes.
- In-Camera Visual Effects using Unreal Engine, nDisplay & Switchboard fed to multiple render nodes & LED processors.
- Profiling & framerate optimization of Unreal scenes, locating & negotiating bottlenecks on game, draw & GPU threads.
- Close coordination with client, director, DP, lighting and virtual art department, from previz to shoot.
- General 3D handyman & support tech for VAD: Geometry ingest, PBR pipeline, lighting, animation.

### UI Designer / FE Developer / Lead QA Engineer (1/2002 ~ 6/2020)

1st Financial Bank USA, San Francisco, California

- Creation & maintenance of product prototypes for the Bank's internal & customer facing websites & mobile apps.
- Managed multiple accessibility audits and subsequent remediation of FE code to conform to WCAG 2.x guidelines.
- Design, management & implementation of the mobile UI/UX for the customer facing financial website.
- Deep collaboration with Product Management to craft visual requirements to accompany use cases.
- Visual requirements as final FE code delivered to local & off-shore engineering teams.
- Performed UI code reviews on application deliverables from local & off-shore engineering teams.
- Tracked & advocated change-management solutions for coding deltas, bugs & enhancements.
- Managed local & off-shore direct reports and FE development resources in the delegation of UI tasks.
- Established & implemented a set of unified UI coding style & standards adopted by all engineering teams.
- Established & implemented a pipeline & process for FE deliverables from inception to production.
- Creation of comps & storyboards; pixel-perfect PSD/AI files, rough high-level wireframes, production-ready prototypes.
- Created & executed test cases against builds from local & off-shore development teams.
- Created & executed test cases against DB stored procedures, VRU systems, end-to-end online payments, VB apps.
- Created HTML examples of solutions to FE/UI defects, ultimately implemented for production.

### Owner, Lead Design (1/2002 ~ 10/2007)

Edgehill Productions, Marin County, California

- Edgehill Productions was a web and graphic design company consulting in finished websites for a variety of clients.
- Created graphic designs for client websites, event fliers, and CD liner notes.
- Photography assignments, Quality Assurance audits.

### Associate Producer (5/2000 ~ 10/2000)

LEGO Media, Novato, California / Bilund Denmark

- Worked with Lead Producer in the creation of children's software titles
- Interaction between 3rd party devs, in-house QA, EU vendors, localization efforts, musicians, and Danish stakeholders.
- Vastly improved my LEGO collection.

## Education

<b>Epic Games</b>	Unreal Fellowship, ICVFX (v3) - September/October 2022
<b>CG Pro</b>	Unreal for Filmmakers, ICVFX for Tech Artists - September/October 2022
<b>Academy of Web Design SF</b>	San Francisco, California - Degree Earned
<b>University of Arizona</b>	Tucson, Arizona - Bachelor of Arts, Media Arts

## Skillset

<b>Development / Standards</b>	HTML5/CSS3/JS, Bootstrap, jQuery: Mobile/UI, Accessibility: WCAG, WAI-ARIA
<b>Software / Tools</b>	Adobe CS: Photoshop, Dreamweaver, Illustrator, Lightroom, Bridge, Premier Unreal Engine (4.2x ~ 5.1x), nDisplay, MetaHumans, Quixel: Megascans/Mixer, Blender, Pixera, OptiTrack, Perforce/Assembla MS Office Suite, Airtable, FTP, JIRA/Confluence, Axure RP, Zeplin, Avocode
<b>Process</b>	Requirements gathering, In-browser UI design, Website prototyping, Style / standards guides, Mobile UX evangelist

## Publications, Credits & Associations

Designer, 2023-2025	<b>Enormous Horsepower</b> EnormousHorsepower.com
Visual Effects Artist, short film, 2025	<b>Poncho &amp; Lefty</b>
Utah: Life Elevated (Kimball Thompson), Photography	<b>Utah Governor's Office of Economic Development</b>
FOUND, Articles from the Future, June 2008: Concept: Wine Spectrometer	<b>Wired Magazine</b>
FOUND, Articles from the Future, May 2007: Concept: Clone/Host Reunion	<b>Wired Magazine</b>
FOUND, Articles from the Future, October 2006: Concept: Motorola MOLR dental implant	<b>Wired Magazine</b>
Photo Finishers: Digital Photo Services, August, 2006	<b>Wired Magazine</b>
FOUND, Articles from the Future, July 2006: Concept: Canon CoolVue 2020 contact lens	<b>Wired Magazine</b>
Do Look Down, January 2006, Story	<b>Wired Magazine</b>
FOUND, Articles from the Future, November 2005: Concept: Smart Diaper	<b>Wired Magazine</b>
Sweet Virgin Angel: Innespace, August 2005, Story	<b>Wired Magazine</b>
Jargon Watch: "Mobile Speed Bumps", December 2004	<b>Wired Magazine</b>
Jargon Watch: "Dooced", November 2004	<b>Wired Magazine</b>