

## Work

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### **Logo, MTV Networks**

**2005–present**

**Art Director**

**New York, NY**

#### **Design**

Art Director on all projects since site inception. Responsibilities included: developing & maintaining core brand & acquired brands, maintaining design integrity across all online platforms, & creating/advising on the development of styleguides & toolkits.

Lead Designer on multiplatform initiatives: iTunes, Google Video, Amazon.com, & AOL. Collaborated with the Vice President & the Design Director of On–Air Creative to develop the digital brand.

#### **Product Development**

Worked closely with producers & the Vice President of Online Production to brainstorm, information architect, & develop new online products.

Wireframed & prototyped interaction design & animation elements of online products.

Assisted in the development of the site strategy with producers, the online ad sales group, the technology group, the Vice President of Online Production & the Senior Vice President of Multiplatform Development.

#### **Technology**

Worked with the Director of Technology & developers on product implementations.

Actionscript developer on dynamic & xml driven flash elements.

Proposed methodology or design modifications to solve technical/time issues.

#### **Management/Direction**

Managed & art directed design staff, freelancers, interns, & vendors.

Worked with the project managers to plan & schedule design work.

Promoted career development for all design staff & interns.

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### **URGE, MTV Networks**

**2004–2005**

**Designer**

**New York, NY**

Worked as a design team member of MTV's digital music store, URGE, a competitor of Apple's iTunes Music Store.

Worked with the Art Director to design icons, graphics, buttons, page & email layouts.

Designed, drew & painted over 50 tiling, illustrative genre headers.

Developed applescripts to process MTV and Vh1's vast image libraries, which sped up production dramatically.

## Work (cont.)

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### **Redcar**

**2004**

**Designer/Animator**

**New York, NY**

Designed & animated special effects for multiple commercials.  
Worked with Smoke/Flame animators & Avid editors to produce animation sequences.  
Interacted with clients to discuss design & animation concepts.

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### **Kipany Productions**

**2001–2004**

**Designer/Editor**

**New York, NY**

Designed, animated & edited multiple commercials & non-broadcast videos.  
Coded, designed, animated, & maintained multiple internal & external websites.  
Developed print designs & production work for internal & external clients.  
Worked on location & at studio shoots with crews ranging from small to large.  
Interaction on a daily basis with clients in meetings, reviews, off-line edits & shoots.

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### **Zapcast**

**2001**

**Designer/Animator**

**New York, NY**

Animated motion graphic elements for a VH1 project.  
Coded & designed company's promotional web site: zapcast.com (no longer live).

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### **Big Pink**

**2001**

**Designer/Animator**

**New York, NY**

Animated motion graphic elements for USA Networks project.  
Developed 3D animation & graphics for an Oil of Olay commercial.

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## Work (cont.)

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### **Harmonix Music**

**1999–2000**

**Designer/Animator/Editor**

**Boston, MA**

Worked with the Art Director to design & animate looping texture maps for *Frequency*, a Playstation2 music video game.

Designed, animated, & edited a promotional video for *Frequency* to be shown to investors and consumers to create interest in the game.

## Tools

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### **Platforms**

Mac 9/X, Windows, basic \*nix

### **Technologies**

HTML/XHTML, CSS, Actionscript, Javascript, Applescript

### **Software**

Photoshop, Illustrator, Flash, Dreamweaver, Visio/OmniGraffle, After Effects, Avid Media Composer, Final Cut Pro, DVD Studio Pro, Cleaner, basic Maya/3D Studio Max, Combustion, Pro Tools, Quark, Applescript Studio

### **Equipment**

Mini-DV, Beta SP, 16mm Bolex, 16mm Arriflex, 16mm Steenbeck, lighting, DAT, various microphone types

### **Other**

35mm SLR shoot/development/print, silkscreen printing

## Education

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### **Rhode Island School of Design**

**1996 – 2000**

**B.F.A. – Film, Animation & Video**

**Providence, RI**