

SUMMARY OF PROFESSIONAL QUALIFICATIONS

- Proficient in an array of software technologies including Adobe Creative Suites, Word, and Excel for both PC and Mac
 - Ability to work independently and in a group setting
 - Ability to multitask and manage time efficiently
 - Attention to detail
 - Ability to troubleshoot issues
 - A quick learner and educator
 - Organized, professional, clean
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PROFESSIONAL EXPERIENCE

2U July 2015 -

Content Builder, Independent Contractor
Supervisor: Michael Lederer

2U March 2014 -

Graphic Designer, Independent Contractor
Supervisor: Rick Segal

Alpha Graphics, Inc. 2014

Printing and Production

- Primarily responsible for printing and producing design projects to meet clients' specifications
- Responsible for prepress design set-up when necessary

Pixel Bomb Studios 2013

Founder and 2D Art Lead

- Overseeing user interface design and provocative graphics for mobile game development
- Meeting graphic standards across all mobile operating systems and devices
- Collaborating and communicating feedback and concepts effectively among a small group of highly skilled individuals with diverse backgrounds
- Designing and maintaining company's wordpress website using HTML and CSS, in addition to creating marketing materials for game releases

Game Releases:

Coin Wish Croq Slash the Deficit

Ashton Design 2006 - 2009

Graphic Designer

- Primarily responsible for overseeing the completion of multiple projects from the conceptual phase through production. Projects ranged from print collateral, overall rebranding, web design and development and environmental design
- Responsible for meeting the highly innovative graphic design standard that Ashton is known for

Clients Include:

<i>Mackenzie LLC.</i>	<i>Sheep and Wool</i>
<i>Pew Charitable Trust</i>	<i>Interrex, LLC</i>
<i>Port Discovery</i>	<i>Pyramid Builders</i>
<i>Charles Street Development</i>	<i>Atlantic Builders</i>
<i>Historic Charles Street Assoc.</i>	<i>KBE Construction Co.</i>
<i>Streuver Brother Construction</i>	<i>Celadon</i>

Big Huge Games 2010 - 2012 and 2004 - 2006

Game Designer

- Primarily responsible for developing all aspects of level design for an open world role playing game (RPG)
- Self-managing work load through sprint management approach

Game Releases:

Kingdoms of Amalur, Reckoning (2012)
Rise of Legends: (2006)

PROGRAMMATIC PROFICIENCIES

ADOBE CREATIVE SUITES HTML, CSS EXCEL MICROSOFT WORD POWERPOINT ABELTON LIVE AND MORE