

## PROFILE

Multidimensional, highly adaptive Creative Art Director, specializing in Motion Graphics and Online. Deep understanding of promotional goals and branding. Proven track record of delivering goals on schedule and within budget. Expert management of personnel, including staff hiring. Creative, committed and proactive. Excellent handling and strengthening relationships with clients. Background in filmmaking and studio arts.

## EXPERIENCE

### **American Media Inc., New York, NY.**

2010 – Present - Promotion Art Director, Playboy account.  
Production and art direction of online and print promotions for Playboy magazine and Playboy online. Cross title promotional work as well on Radar.com, Men's Fitness and other magazines, and corporate marketing. **STAFF POSITION.**

### **Playboy Enterprises Inc., New York, NY.**

2005 – 2010 - Promotion Art Director  
Responsible for running Marketing Art Department and producing materials for Ad-Sales staff. Report to Division Creative VP, responsible for hiring and management of freelance talent. Management of extra-departmental work for other divisions. Approval of all art produced in the Marketing Art Department; web, video, print, email campaigns, event decor, Flash animation. Art direction for all custom features produced for sponsors. **STAFF POSITION.**

### **Pedone & Partners Advertising, New York, NY.**

2005 - Art Director  
Redesigned the Sweet'N Low website. Responsible for setting design guidelines and developing all graphics. Scripted all HTML, CSS and Javascript. Animated the Pink Panther character in Flash to introduce the site. **FREELANCE.**

### **Wunderman Advertising (Young & Rubicam), New York, NY.**

2004 - Art Director  
Art directed the Microsoft TechEd 2005 website and direct marketing print components. Responsible for setting design guidelines and developing all graphics, including Flash elements, photo treatments and banner ads. **FREELANCE.**

### **Scholastic Inc., New York, NY.**

1999 – 2004 - Animator  
After Effects animation for the award winning 'I-Spy' CD-ROM line. Worked on five releases, animating animations for puzzle solutions and rollover animations. Designed narrative character animations with voiceover. **FREELANCE.**

### **Cartoon Network / Pop & Co., New York, NY.**

2003 – 2004 - Animator / Designer  
Graphic design and character animation for online Flash video games. Animated licensed cartoon characters, designed game objects and backgrounds. **FREELANCE.**

### **JP Morgan Chase, New York, NY.**

2002 - Flash Developer  
ActionScript programming for a Flash demo of Chase Online Banking. Hired to rescue a flawed design, and reprogrammed the navigation of this complex corporate marketing tool. Finished under budget and re-hired for an upgrade. **FREELANCE.**

## **EXPERIENCE** (continued)

### **BBC Digital Media, London, England.**

2000 – 2002 - Art Director

Art direction, animation, and illustration for a children's educational news website.

Designed and animated Flash learning tools. All work was integrated into the National Literacy Curriculum of Great Britain. **FREELANCE.**

### **PBS, New York, NY.**

1998 – 1999 - Animator / Designer

Children's website design, Flash animation, illustration. Designed games and illustrated screens for an interactive TV prototype of the PBS show "Zoboomafoo." **FREELANCE.**

### **Classic Sports Network (ESPN Classic), New York, NY.**

1997 - Designer

Sports television graphics. Managed print and on-air network television graphics including logo design and lower thirds. Designed promos in After Effects and directed Avid sessions. Designed print collateral and studio set displays. **STAFF POSITION.**

### **Ix Entertainment, Mountain View, CA.**

1995 - Art Director for "Golden Gate," a CD-ROM treasure hunt game. Managed production of a "Myst"-like interactive game, building a virtual world with navigation and object manipulation. Hired and managed freelance designers. **STAFF POSITION.**

### **Ogilvy & Mather, New York, NY.**

1992 – 1993 - Animator / Designer

Interactive graphics for AT&T's interactive TV R&D projects. Interactive video, including icon design, screen layout, and 3D animation using Alias and SoftImage. **FREELANCE.**

### **Duggal Color Labs, New York, NY.**

1990 – 1991 - Pre-press, digital photo retouching, 3D modeling, film recording.

Met the needs of a busy, client driven print and photo service bureau, and helped establish Duggal's leading presence in digital photo retouching. **STAFF POSITION.**

### **Dragon Medical Communications, New York, NY.**

1990 - Animator / Designer

Interactive graphics, animation for the pharmaceutical industry. Designed promotional games for trade show kiosks. Conveyed dense medical subject matter in fun, visual ways. **FREELANCE.**

## **SOFTWARE**

Photoshop, After Effects, Final Cut Pro, Flash, ActionScript, Illustrator, DVD Studio Pro, BBEdit, Dreamweaver, HTML, CSS, InDesign, Carrera Pro.

## **PERSONAL SKILLS**

Creative problem solver. Passionate about art and practical in production. Swift and confident worker, technically skilled. Comfortable working under deadline pressure. Friendly and communicative, self-motivated. Team player and group leader.

## **EDUCATION**

1984-88 Rice University, Houston TX.

B.A. in Art and Art History (painting, printmaking, 16 mm filmmaking).

*Reel, portfolio and references available upon request.*