**Summary**

I have a passion for creating interactive art, focusing on drawing and color. Skilled in texturing, animating, modeling, creating effects, designing UI, while running teams for mobile, web, social and console platforms. Expertise with Adobe Suite, Unity, 3DS Max.

**Professional Experience**

**2018 –Present**

**Lexia, a Cambium Company,** Concord, MA

Creative Lead

***Lexia English Language Development*** (iOS, Web)

Designing an interactive product to help students speak English with animated characters.

* Layout interactive instructions
* Organize the character development and interactions.
* Work with engineers on technical capabilities

**2017 –2018**

**GSN,** Boston, MA

Technical Artist

***GSN Casino*** (iOS, Android)

Supported the development for GSN’s flagship product.

* Optimizing quality and performance of art within Unity
* Creating new features, layouts, textures and animations.

**2015 – 2016**

**GSN,** Boston, MA

Art Manager

***GSN Casino*** (iOS, Android)

Managed and supported the artwork for GSN’s social casino app.

* Coached the art team, through 1:1s and reviews, to support artistic growth.
* Coordinated production with engineers to push forward new art enhancements.
* Created UI, animations and effects in Unity to add a fun and clear experience.
* Oversaw development of game assets in Unity to increase animations and features.

**2010 – 2015**

**PLAOR | DoubleTap Games,** Boston, MA

Artist

***Mega Fame Casino*** (iOS, Android, Facebook)**; *Hollywood Poker***(iOS, Android, Facebook)**; *Oregon Trail*** (Nintendo 3DS)**; *Kung Fu School***(Facebook)

Managed the design, and created art assets.

* Created UI for a clear and simple user experience.
* Created environment art bringing a sense of light and space.
* Animations for slot machines and overall UI to bring fun and excitement
* Trained outsourced artists in creating Facebook game assets to scale up production.

**2009 – 2010**

**Seven45 Studios,** Boston, MA

UI Artist

***PowerGig: Rise of the Six String*** (Xbox360, PS3)

Responsible for the HUD UI for this console title.

* Created the HUD art and animations to add fun and a clear understanding of the game.
* Created the particle effects for the HUD using a licensed engine and 3ds Max.

**2004 – 2009**

**ImaginEngine | Foundation 9 Entertainment,** Boston, MA

Art Director

***Are You Smarter Than a 5th Grader: Game Time*** (Xbox360, Wii)**; *Are You Smarter Than a 5th Grader: Making the Grade*** (Wii, PS2, PC)**; *Dogz 2*** (PC)**; *Catz2*** (PC)**; *Robots: Fisher Price Toy Line*** (PC)**; *Alvin & the Chipmunks*** (Wii, DS)**; *Tetris*** ***Elements*** (PC)**; *Hello Kitty: Bubblegum Girlfriends*** (PC)**; *Charlie & the Chocolate Factory*** (PC)**; *Disney Preschool Online*** (PC)**; *Pokémon: Team Turbo***

Oversaw the art development through outsourced teams. Created art in a fast paced environment, involving well known IPs and their stakeholders.

* Concept art, modeling, texturing, character rigging, particle effects, UI design.
* Direct teams of in-house and outsourced artists.
* Managed schedules and art pipeline to ship engaging games on time and in budget.

**2002-2004 / 1994 – 2000**

**Papyrus Racing Games,** Boston, MA

Art Director 2D / Senior 3D Artist

***Grand Prix Legends*** (PC)**; *NASCAR Legends*** (PC)**; *Indy Car Racing II*** (PC)**; *NASCAR Racing 2*** (PC)**; *NASCAR Racing 2003*** (PC)**;**

My role centered on 2D art. I oversaw the creation of creating convincing environments with an extremely talented team.

* Worked with the engineers on developing tools and effects
* Oversaw the outsourced, and in-house art development
* Created concept art, models and textures

**2000 – 2002**

**Left Field Production | Kush Games,** Los Angeles, CA

Artist

***Disney’s The Little Mermaid II: Pinball Frenzy*** (GBC)**; *NBA Courtside 2002*** (GameCube)**; *NCAA 2K3*** (Xbox, PS2, GameCube)

Directed the color balance and lighting for the games. Created accurate portrait models of NBA painters, and concept work for new game ideas.

**Education**

**Bachelor of Fine Arts, Massachusetts College of Art and Design,** Boston, MA