

Experience

Art Director –Retrosoft Studios, LLC

Dec 2018– Feb 2019

- Implemented art production schedule within timeline and budget
 - Supported the creative team with clear direction, feedback and mentorship
 - Reviewed and approved artwork
 - Contributed to project design and development
 - Maintained Style Guides and Art Assets
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Designer – Canadian Memorial Chiropractic College

Jun 2018– Aug 2018

- Conducted user research and analysis
 - Modernized learning module interfaces
 - Created interactive wireframes and prototypes
 - Developed Personas
 - Created interactive quizzing within Storyline & Articulate 360
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Designer- ARIES Centennial College

Sep 2017 – Jan 2018

- Developed detailed Information Architectures
 - Conducted User research and facilitated Usability Tests
 - Created Interactive Wireframes and Prototypes with Axure RP
 - Facilitated Card Sorting and Journey Mapping workshops
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Digital Artist & Animator – Splashworks.com Inc.

May 2012 – Apr 2017

- Created designs of characters and interfaces
 - Produced animation, and all graphic elements
 - Tested applications and assured art met quality standards throughout all platforms
 - Created promotional art and game mock-up screens for RFPs
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Digital Artist & Animator – Social Game Universe

Aug 2010 – Apr 2012

- Created UI elements, background art, vector animations, game mock-ups, and game design concepts
 - Animated promotional content such as trailers and marketing videos
 - Tested internal tools for usability and reported all bugs and regressions
 - Mentored students on co-op work terms
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Creative Director – Switch Marketing & Communications

2009

- Signed off on layouts, artwork, and animation
 - Worked on a large volume of projects
 - Overlooked scripts and storyboards and provided artistic direction
 - Developed streamlined storage and administration of client files
 - Procured, managed and directed voice actors ensuring proper timing, expression and delivery of the client's vision
 - Hired, trained and mentored upcoming artists
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Flash Animator - C.O.R.E. Digital Pictures

2006 - 2008

- Animated characters, FX and objects
- Created props and background assets
- Collaborated with colleagues to successfully complete scenes
- Maintained quality and weekly quotas

Projects: 5 Boys & A Gardenhose (Pilot), Iggy Arbuckle

Flash Animator - Simley Guy Studios

2006

- Animated characters, FX and objects
- Created props and background assets
- Collaborated with colleagues to successfully complete scenes
- Maintained quality and weekly quotas

Projects: Sons of Butcher (Comedy Network)

Flash Animator - March Entertainment

2005

- Animated characters, FX and objects
- Created props and background assets
- Collaborated with colleagues to successfully complete scenes
- Maintained quality and weekly quotas

Projects: Faireez (Nickelodeon Australia) Yam Roll (CBC)

Education

Centennial College

Interactive Media Management Post Grad

2017 - 2018

Sheridan College

Classical Animation Diploma

2002 - 2005

Sheridan College

Art Fundamentals Certificate

2000 - 2001

Skills

Creative	UX	Technical
Animation	UI/UX Design	CSS HTML5
Game Design	Design Thinking	Adobe Creative Cloud
Creative Direction	Persona Development	Axure RP, Adobe XD
Art Direction	Project Management	Blender 3D, Sculptris
User Interface Design	Content Strategy	Windows, MacOS, Linux
Video Editing	Wireframing	Wordpress
Photo Editing	Prototyping	Spriter, Spine, Unity
Digital Illustration	Interactive Strategy	Adobe Animate