

## Entertainment IP brands handled

### Themed Entertainment

Frozen, Zootopia, A Mickey Mouse Cartoon, Avatar, Star Wars, Marvel, Toy Story, Wall-E, A Bug's Life, Coco, Peter Pan, Pixar short - La Luna, Haunted Mansion, Spaceship Earth, Paranormal Activity, Ferrari

### Film

Paramount Pictures, Star Trek Beyond, Florence Foster Jenkins, Ben-Hur, Jack Reacher, Arrival, Allied, Office Christmas Party, Fences, Silence, Monster Trucks, xXx: Return of Xander Cage, Rings, Ghost in the Shell, Baywatch, Transformers: The Last Knight, An Inconvenient Sequel, Same Kind of Different as Me, Suburbicon, Daddy's Home 2, Downsizing, Annihilation, Sherlock Gnomes, R#J

## skills

Photoshop, Illustrator, Indesign, AfterEffects, Lightroom, Acrobat, Bridge, Media Encoder, Keynote, Powerpoint, Excel, Word, Vectorworks, Sketchup, Box, Marketo

## education

### California Institute of the Arts College of Theater Design

Master of Fine Arts in Scenic Design  
Valencia, California

### University of Cincinnati College of Design Art Architecture and Planning

Bachelors of Science in Graphic Design  
Participated in Professional Practice program  
Cincinnati, Ohio

## contact

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abbreviated professional experience (full available upon request)

### Motion Picture Television Fund

Los Angeles, CA 5/20 - present  
*Graphic Designer* for the Jean Hersholt Humanitarian Award winning nonprofit organization that provides healthcare & welfare programs for members of the entertainment industry. Lead marketing designer creating: full database email blasts, event webpages, social posts & brand collateral. Manages various production vendors including web and print fabrication. Works closely with infectious disease control team developing signage & infographics to help inform the campus during the COVID-19 Pandemic.

### Los Angeles Magazine

Los Angeles, CA 11/19 - 4/20  
*Graphic Designer* at major Los Angeles publication. Designed assets for monthly publications. Retouched & composited photography for both stock and custom photo shoots. Laying out web assets for various social media platforms based on the printed monthly publication.

### Nightlight Labs

Los Angeles, CA 11/19 - present  
*Production Designer* for interactive media company specializing in technology-driven storytelling. Developed Augmented Reality theatrical experience directed by Peter Flaherty set to premiere at the Tribeca Film Festival 2020, but delayed due to COVID-19. 3D footage shot on Intel Studios 360 green screen capture domes. Supervised production crew with laying out special fx props and scene layouts. Developed environmental design to be composited with the 3D actor footage to create a 3D Augmented Reality narrative. Designed guideline & spec package for set pieces to be fabricated by vendors.  
*Art Dept Production Designer* for Peter Flaherty's media design team for the New York Metropolitan Opera production of Lohengrin set to premiere 2023. Developed innovative techniques and lead art department team for video shoot. Created fx cloud tanks and petri dish chemical reactions shot in high frame rates to create galactic video assets to be used in the media design for the production.

### Walt Disney Imagineering

Glendale, CA 06/14 - 6/16 & 10/17 - 10/19  
*Graphic Design & Production Artist* at the Imagineering studio. Created digital assets dielines for large scale black light & white light production graphics. Managed and coordinated a team of artists to develop cutlines for themed entertainment attractions. Worked closely with art directors, production designers, and vendors to actualize concept into production. Painted scaled ride attraction sculpted models and digital color boards to develop color designs for various attractions. Developed assembly guides and graphics matrices for vendors. Designed conceptual graphics, UX/UI concepts, storyboards, and motion graphics for the concept design team.  
*Outreach Program Lead* for the Walt Disney Imagineering CalArts Educational Initiative, an educational outreach program that identifies top graduating students at CalArts. Over the course of 6 weeks students develop creative conceptual pitches to present to Imagineers for review.  
*Production Design Intern* at Imagineering studio. Developed conceptual art for retail, parade, gaming and other various attraction experiences. Participated in strategic creative brainstorming for new projects at WDI.

### California Institute of the Arts

Santa Clarita, CA 09/16 - present  
*Adjunct Design Professor* for Digital Art & Design courses. Teaching theater BFA & MFA candidates intro and advanced courses utilizing Photoshop & Illustrator. Developed curriculum, mentor students, interface with program directors ever evolving program. Courses focuses on an overview of program tools as well as techniques for photos manipulation, digital painting, typography, concept design & graphic illustration.

### Paramount Pictures

Los Angeles, CA 06/16 - 10/17  
*Print Production Manager WW* at major film studio. Managed vendors domestically and internationally to execute Paramount Pictures film campaigns. Oversaw and coordinated large scale printed and online graphic assets domestically and internationally. Coordinated with legal & marketing services to make sure all assets met contractual standards. Over 1000 assets developed for each outdoor and in-theater campaign.

### Chris Barrecca Studio

Newhall, CA 06/12 - 06/14  
*Scenic Design Assistant and graphic artist* for set designer, Chris Barrecca. Created print production files for several scenic elements of Rocky, Das Musical which premiered in Hamburg, Germany Fall 2012. Helped build scale model of the set design for the Winter Garden Theatre, which premiered on Broadway in March 2014. Design won a Tony award for Best Scenic Design in 2014.

### Jack Rouse Associates

Cincinnati, OH 09/08 - 12/10  
*Graphic Designer* at a themed entertainment creative firm Conceptualized, brainstormed, and designed large scale graphics for themed entertainment attractions and museum exhibits.