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### ***Professional Experience:***

#### **Print Production**

- Verso Advertising [2007-2008]
  - Associate Producer of Print Advertisements
  - Color corrected advertisements for preservation of the artwork when going to mass print
  - Maintenance of backup records for advertisement art
  - Trafficking of advertisements to designated publishers

#### **Marketing/Web Design**

- Telecom Solutions Group [2006 – 2008]
  - Web Marketing Campaign Development
  - Designed web pages, logos and forms for telecommunications products
- Kuma Reality Games [2006 - 2007]
  - Designed and programmed web pages for the main website and the user/client program
  - developed 3D game assets to be used in released episodes
  - website found at <http://www.kumagames.com/>

#### **Graphic Designer/Video Editor**

- Total Training [2005 - 2006]
  - Video Editor: refine the recorded media into “bite-size” lessons as well as clean up the presenters performance
  - Graphic Designer: compose introductory movies and transitional images for the DVD releases the company's products
  - website found at <http://www.totaltraining.com/>

#### **Support Technician**

- Common Ground [May 6 2006 - May 27 2006]
  - maintaining the computers and related hardware of the “House of Excellence,” Common Ground's media center and public communications hub
  - duties included: technical troubleshooting, configuration and construction of usable hardware, help desk services for the public computer lab
  - website found at <http://www.commongroundrelief.org/>

#### **Free Lance Web Design**

- Post Katrina Portraits (Voluntarily submitted and programmed for Common Ground)
  - Designed website using HTML 4 and CSS
  - found at <http://www.postkatrinaportraits.com/>
- DanaAthens.com (for the Musician Dana Athens)
  - Designed website using Photoshop, HTML and CSS
  - website found at <http://www.danaathens.com/>
- Interactive Marketing Solutions
  - Logo and web design
  - website found at <http://www.intmktgsolutions.com/>

**Free Lance 3D Artist** (Character modeling, texturing, 3D animation)[5 years experience]

- UAC Warfare (a Quake 4 Game Modification)
  - Character Modeling, texturing, 3D animation, Character Concept
  - website found at <http://www.uac-warfare.com/>
  - status: Project Discontinued
- Naruto: Rising Clouds (a Half-Life 2 Game Modification)
  - Character Modeling
  - website found at <http://www.nrc.half-lifenews.com/>
  - status: Project Discontinued
- Elemental Fusion (a Quake 3 Game Modification)
  - Character Modeling
  - website found at <http://planetquake.gamespy.com/ef/>
  - status: Project Discontinued

***Education:***

Bachelor of Arts, Computer Art Major (Graduated May 2005)  
State University College at Oneonta, Oneonta, NY

***Computer Skills:***

**Software/ Skills**

**Skill Level**

Adobe Photoshop CS 3	Expert
Adobe Illustrator CS 3	Expert
Adobe InDesign CS 3	Advanced
Macromedia Dreamweaver	Advanced
Macromedia Flash	Intermediate
HTML 4	Advanced
CSS	Advanced
Microsoft Office Suite	Advanced
Adobe Premiere Pro	Advanced
Final Cut Pro 5	Intermediate
Avid Xpress	Intermediate
Adobe After Effects 7	Intermediate
Quark Express	Intermediate
3D/ 2D Animation	Expert
3D Studio Max	Expert
Reactor	Intermediate
Character Studio	Advanced
Autodesk Maya Unlimited	Advanced
Luxology's Modo	Intermediate
Softimage Xsi	Intermediate
Software/ Hardware Troubleshooting	Advanced
Mac Environment	Advanced
Windows Environment	Expert