

## Education

BS in Interactive Media Design  
The Art Institute of Portland  
MFA, BFA in Painting  
Boston University School for the Arts

## Design Skills

Animation	Digital Illustration
Digital Video Editing and Compositing	Traditional Illustration including
Motion Graphics	Oil and Acrylic painting and
Web Design	Brush and Ink techniques
Graphic Design	Storyboarding, Cartooning
Photography & Digital Photo-editing	Teaching

## Software Skills

Flash	Illustrator
After Effects	Photoshop
Avid Xpress DV	3D Studio Max
Premiere	Cubase
Swift 3D	Expression Blend
	Silverlight

## Selected Experience

### Video Editing & Compositing, Timeline & Scripted Animation

*Whitehorse Interactive. Portland OR, 2008*

#### **Contract Video Editor-Compositor, Animator/Motion Effects**

Duties included:

- Edited and composited sports video for Columbia Sportswear's 'Pioneers of the Outdoors' online ad campaign.
- Cartoon animation for HSBC online ads.
- Video compositing/effects for Nike6.com ads.
- Related Flash animation/development.

### Timeline Animation, Media Coordination, Video Editing,

*Aeshen. Portland, OR - February 2005 – April 2008*

#### **Lead Animator**

Duties included:

- Flash timeline animations of technical subjects and marketing experiences
- Video editing, compositing, and optimizing/processing using After Effects and applying it to Flash and Silverlight animations
- Motion graphics creation using Flash, Illustrator, and Photoshop elements in After Effects
- 3D object modeling and animating in Swift 3D for use as vector animations in Flash and Silverlight, and as video for use in After Effects
- Creating, editing and optimizing graphics for use in animations, videos, web sites, white papers, and Power Point demonstrations
- Overseeing and coordinating sub-contractors on Flash projects
- Wrote documentation for:
  - Flash animation best practices and how they apply to Aeshen's process
  - Aeshen's production process from brainstorming through production to final deployment/delivery

## Illustration

*Harvard University Press. Cambridge, MA and London, England, 2003.*

- Created Medical Illustrations for the book, "One of Us/Conjoined Twins and
- The Future of Normal"

## Teaching

*The Art Institute of Portland. Portland, OR - Sept. 2008 – present*

#### **Adjunct Faculty in the Foundation Art Dept. - classes include:**

- Figure Construction
- Color Theory
- Drawing 1

Designed curriculum and syllabus, lessons and lectures.

Subjects include

- Traditional drawing concepts and skills
- Color theory, interaction, fine and commercial art usage. Paint, ink and digital color systems
- Figure drawing including
  - Human anatomy
  - Traditional figure drawing
  - Simplified and exaggerated anatomy for comic/commercial uses

*Clackamas Community College. Clackamas, OR - Sept. 2001 – June 2006*

#### **Adjunct Faculty - classes included:**

- Flash Animation Design & Techniques
- Computer Graphics I, II, and III

Designed curriculum and syllabus, lessons and lectures.

Subjects included

- Software / hardware skills
- Traditional animation concepts and skills
- Flash timesaving animation techniques
- Graphic design & advertising concepts
- Information design, animation & interaction design
- Color theory & drawing
- Image manipulation, page layout & pre-press

Wrote and received two grants for CCC:

- Acquisition of pressure-sensitive drawing tablets &
- A grant to develop a Distance Learning class

*ImageBuilder Software. Portland, OR*

*June 1999- November 1999*

- Created Digital Illustrations of sports figures of all ages in action, for use in a CD-ROM for team sports players and coaches.
- Personal working method of drawing directly into Illustrator, valued for expediency, clarity, and quality of the vector illustrations.