

Creative Director & Game Designer

Electrotank Inc.
2001 – Present

Work Experience

Co-Founder / Creative Director

San Mateo, CA

- Conceptualize, design and manage the production of online Flash® games and MMOC's
 - Define and develop new cutting-edge, well-balanced online gaming experiences
 - Oversee the Master Game Design Documentation process
 - Manage in-house art creation and third-party production cycles / assignments
 - Work with prospective clients to translate vision into profitable gaming brands

Creative
Presentation
Resources, LLC.
2001 - 2004

Senior Multimedia Designer

San Francisco, CA

- Programmed, illustrated and designed multimedia Flash® demos and Web sites used to market enterprise software and consumer products
 - Actively developed and refined creative direction to meet the needs of campaign objectives

UBUBU, Inc.
2000 - 2001

Senior Flash® Artist

San Francisco, CA

- Responsible for the production of all Flash® media and digital newsletter communications
- Managed in-house team of junior Flash® artists
 - Converted Photoshop illustrations and 3D models into Vector format for an interactive online application
 - Illustrated, animated, and coded ActionScript for Flash-intensive website

Art Production

Professional Skill Sets

- Flash Development, UI Design, Web Design, Rich Media Advertising, Illustration, Animation, and Natural Media
- Work flow management, Quality Control of asset production

Production
Management

PC & MAC
Platforms

Software Proficiencies

- Adobe Flash, Adobe Photoshop, Adobe Illustrator, Maya, 3D Studio Max, Macromedia Dreamweaver, HMTL, JavaScript, DHTML, CSS

Education
1996 – 1998

The Art Institute of Seattle

Seattle, WA

- Associate of Applied Arts in Computer Animation

Awards &
Recognitions

- **Best Game Award, 2001 Flash Kit Conference, Australia**
 - Mini Golf, Electrotank, Inc.
- **People's Choice Award, 2001 Flash Forward Conference, New York**
 - Mini Golf, Electrotank, Inc.
- **Nominee, Best Game Category, 2001 Flash Forward Conference, New York**
- **Full-tuition scholarship, The Art Institute of Seattle, 1996**

Publications

For a list of publications, please see attached.

Resume Attachment – List of Publications

Books

ActionScript for Multiplayer Games and Virtual Worlds

- Contributing Artist

Illustrating with Macromedia Flash Professional 8

- Author & Illustrator

Illustrating With Macromedia Flash MX 2004

- Author & Illustrator

Macromedia Flash MX Game Design Demystified

- Contributing Author

Magazines

Computer Arts

- Issue 116 – Workflow Tip: Flash®
- Issue 98 – Get Photorealistic with Flash®
- Issue 40 – Afterthoughts: Fruit Smash

Computer Arts Projects

- Issue 70 – Photorealistic Illustrations in Flash®
- Issue 61 – Electrotank Profile

Web Designer

- Issues 98-99 – Create an Interactive Product Demo
- Issue 95 – Learn how to animate characters in Flash®

MX Developer's Journal

- Vol. II, Issue 10 – Book Excerpt: Game Techniques (Chapter Nine)

Practical Web Projects

- Issue 23 – Captivate your visitors with a Flash® into page
- Issue 21 – Expert Advice: Optimizing game graphics