

Emmy award-winning graphic designer and art director with over two decades of experience in creating visually stunning designs. Possesses a wide range of creative and technical skills, and is adept at generating dynamic visual and innovative strategies. Collaborates effectively with clients and design teams to develop beautifully conceptualized creative solutions that enhance brand recognition.

## EXPERIENCE

<b>FREELANCE</b> 1999-Present	<b>Director/Designer/Animator</b> Developed high-end 3D & 2D animated content on multiple projects for multiple design studios & networks.
<b>SCHOOL OF VISUAL ARTS</b> Spring, 2018-Present	<b>Advanced Motion Graphics Instructor (MGII)</b> Emphasized industry standards and practices in the advanced course. Explored techniques and methods for conveying ideas through conceptualization, storyboarding, animating, editing and compositing.
<b>METHOD STUDIOS</b> 08/15-02/21	<b>Director/Designer/Animator</b> Developed high-end 3D & 2D animated content for multiple projects. Directed and Co-Directed teams of designers on multiple jobs simultaneously. Collaborated directly with the studio's client to ensure that the project was accurately executed and met brand standards.
<b>BLUEROCK/SPONTANEOUS</b> 02/07-10/07	<b>Director/Designer/Animator</b> Oversaw and developed creative projects within the graphics department. Directed and managed the creative team to ensure efficient workflow.
<b>THE CITY UNIVERSITY OF NEW YORK</b> Spring 2007	<b>Adjunct Professor (Advanced 3D)</b> Developed own curriculum implementing both motion graphics and character animation. Covered character modeling, rigging and animation along with the correlation between Cinema 4d and After Effects.
<b>TORINO 2006 NBC OLYMPIC GAMES</b> 07/05-03/06	<b>Lead Designer/Animator</b> One of three senior designers responsible for the design and animation of NBC's graphics coverage of the 2006 Olympic Winter Games. Art Directed a crew of supporting designers during the games.
<b>COLLEGE SPORTS TELEVISION</b> 01/03-07/05	<b>Senior Designer</b> Initiated and single-handedly sustained the network's graphics department in its initial stages. Generated on-air graphics for both studio and remote programming.
<b>OXYGEN NETWORK</b> 07/00-06/02	<b>Graphic Designer</b> Designed and executed Pure Oxygen's on-air graphics. Produced live and pre-production graphics using a wide variety of software and technological knowledge.
<b>THE CITY UNIVERSITY OF NEW YORK</b> 02/99-06/99	<b>Designer/Web Consultant</b> Member of a specially selected group responsible for re-designing the City College website. Scripted and edited the website's content to produce refreshing graphics while retaining functionality.

## EDUCATION

<b>THE CITY UNIVERSITY OF NEW YORK</b> 06/00	<b>Bachelor of Arts</b> Graphic Design & Multimedia
<b>ANIMATION MENTOR</b> 11/11-06/12	<b>Character Animation Program</b>

## SKILLS

- Proficient in Cinema 4D (Redshift & Octane), Adobe Creative Cloud, and Google Platform.
- Experienced in character animation, 3D modeling, editing, and compositing.
- Excellent problem-solving skills to overcome technical and creative challenges.
- Adept at managing multiple projects and meeting tight deadlines.
- Fluent in English and Spanish.

## AWARDS

**Emmy: Best Graphic Design, 2006 Olympics**

**BDA Awards winner with Mr. Wonderful: The Colbert Report and Perception: MLB Baseball**