

## SUMMARY

**UX Design Director**, responsible for front end interface and user experience; interfacing with internal customers and interviewing Subject Matter Experts; testing to ensure quality of products.

**Art Director**, simulations, serious games, mobile applications, web, interactive properties & VR.

**Managing Teams**, lead art production teams of 3 to 40 members.

**Visualization**, conceptual imagery, art direction and data visualization for UI/UX development.

**Artist**, 3D modeling, 2D digital imagery, interface designs, print & marketing.

**Leadership**, able to motivate and energize others while balancing a large workload.

## EDUCATION

### **Bachelor of Arts, Design**

University of California Los Angeles (UCLA),  
Los Angeles, CA Graduated 1991

## SKILLS

### **Computer Generated Imagery**

Maya Adobe Suites Z-Brush Video Editing

## EXPERIENCE

### **Northrop Grumman**

2018 - present

#### Sr. Principal UX Designer

Mission Systems and Aerospace UX engineering. Working with Technical Writers, Multimedia Designers, SMEs, Systems Engineers and Field Engineers. Ensure materials comply with appropriate DIDs, SOWs, MIL-STDs, processes and procedures. (ARs; Mil Specifications and Preferences, Technical Bulletins, IETMs, DIDs)

**Hazardous Software, Inc.** PC, Mobile 2013 – 2018  
Creative and Visual Arts Director

UI/UX Director of Design. Strategic serious games and simulations for numerous projects: Point Recon, Vital Pursuit and Municipal Disaster Preparedness. Real Time Strategy Game: Achron. Online multi-player. Responsible for Art Direction, UI/UX, Modeling, Branding, User Interface, Marketing & Concept Art.

**Splash Inc.** Mobile 2011- 2013  
Creative Director/Co-Founder

Developed iPhone & Android applications.  
AngelPad company – Google Ventures funded.

**Jump City Games** Mobile 2010- 2011  
Art Director/Co-Founder

Developed iPhone games.  
AngelPad company – Google Ventures funded.

**Electronic Arts** 2005- 2009  
Art Director

The GODFATHER 2 (PS3, X360)  
Character Art Director  
Directed Character Team for Godfather Franchise.  
Open World Simulator.  
Managed Creative Team in Shanghai, China. (EA Shanghai)

The GODFATHER (PS3, X360)  
Lead Character Artist  
Managed Character Team.

The GODFATHER (X360)  
Character Modeler  
Created next generation character modeling & textures.

James Bond: Sean Connery's From Russia with Love (PS2, PS3, Xbox, Game Cube, PSP)  
Environment Artist

**Sony Computer Entertainment America** 2002- 2005  
3D Artist

Jet Li's The RETRIEVER (PS2, PSP)  
Lead Character Texture Artist  
3D Character textures and marketing materials.

Jet Li's Rise to Honor (PS2)  
UI Artist  
User Interface and marketing materials. Localization.

**Ping Systems, Inc.** 2000- 2001  
Creative Director

Web enabled desktop applications. (PC, Online)

**Flatland Online** 1999 – 2000  
3D Creative Director

Created 3D content for clients; Aureal Sound, Eidos Interactive,  
Alta Vista & 3DFX. (Online)

**Sony Interactive Studios America/989 Studios** 1997 – 1999  
Lead Concept Artist, 3D Artist

The Diabolical Adventures of Tobu, Dark Guns (PlayStation)  
3D models for environment & characters.

**Total Media / Kusher-Locke Associates** 1995 - 1996  
Art Director

Wine! The Complete Guide. (CD-ROM, Online)

**Dark Vision Interactive / Dark Horse Comics, Inc.** 1991 - 1994  
Art Director

Aliens Interactive (CDI)

**Total Vision, Inc. / Philips Interactive Media, Inc.** 1990 - 1991  
Digital Designer

Titanic & Adventures in Aspen (CDI)

**PUBLISHED** **Programming 3D Applications with HTML5 and WebGL** 2014  
O'Reilly Publishing Contributing 3D Artist