

## Objective

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I have 17 years of experience in the games industry. I've been concept artist, pixel pusher, character designer, UI Designer, Art Director, and everything in between. I've worked on hard core games and casual games, 2D and 3D, high end and low end. I love what I do. As game makers, we take ideas and make them real. It's just about the coolest job there is.

## Favorite Tools

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- 3D Studio Max
- Adobe Creative Suite (Photoshop, Flash, Illustrator, and Dreamweaver)
- Optpix
- Corel Painter
- Traditional mediums (paint, paper, etc)

## Positions Held

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2007 – 2010	I-Play	Art Director
2006 – 2007	LimeLife	Sr. Technical Artist
2003 – 2005	Planet Moon	Freelance Artist
1999 – 2001	ReleaseNow	Web Designer/Artist
1998 – 1999	Namco	Senior Artist
1995 – 1998	Accolade	Lead Artist
1993 – 1995	Visual Concepts	Artist

## Published Titles

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### iPhone and Mobile

- **Vikings Row**, Art Director (iphone, 2010) I-Play
- **Pigeon Squadron**, Art Director (iphone, 2010) I-Play
- **MotoGP 2010**, Art Director (iphone, 2010) I-Play
- **Deal Or No Deal: Vegas Gold**, Art Director (iphone, 2010) I-Play
- **Paradise Quest**, Art Director (iphone, 2010) I-Play
- **Fast & Furious: Adrenaline**, Art Director (iphone, 2010) I-Play
- **Pillowfight Girls**, UI and Art Direction (iphone, 2010) I-Play
- **Artist Colony**, art and Art Direction (iphone, 2010) I-Play
  
- **Bubble Town**, art and Art Direction (iphone, 2009) I-Play
- **Fast & Furious: The Game**, Art Director (iphone, 2009) I-Play
- **Fear Factor Bug Blender**, Art Director (iphone, 2009) I-Play
- **Deal or No Deal: Around the World**, Art Director (iphone, 2009) I-Play
- **Hip Hop All Star**, Art Director (iphone, 2009) I-Play
- **I-play 3D Bowling**, art and Art Direction (iphone, 2009) I-Play
- **Women's Murder Club: Death in Scarlet**, art and Art Direction (iphone, mobile, 2009) I-Play
  
- **Jewel Quest II**, art and Art Direction (iphone, mobile, 2008) I-Play
- **Dream Day Wedding: Married in Manhattan**, Art Director (iphone, 2008) I-Play
- **World Championship Pool 2009**, Art Director (iphone, 2008) I-Play
- **Fast and Furious: Pink Slip**, Art Director (iphone, 2008) I-Play

- **I-play Bowling**, art and Art Direction (mobile, 2008) I-Play
- **Fashion Mogul**, art (2007) LimeLife
- **Rachael Ray Recipes on the Run**, art (2007) LimeLife
- **People (Magazine) Mobile**, art (2007) LimeLife for Time Warner Inc.
- **InStyle (Magazine) Mobile**, art (2007) LimeLife for Time Warner Inc.
- **Word Heaven**, art (2006) LimeLife
- **Hollywood Hangman**, art (2006) LimeLife
- **Girls Night Out Series: Blackjack and Solitaire**, art (Mobile, 2006) LimeLife

## Console and PC

- **Infected**, Contract Artist (Playstation Portable, 2005) Planet Moon Studios for Majesco Entertainment
- **Armed and Dangerous**, Contract Artist (Xbox, PC, 2003) Planet Moon Studios for Lucas Arts
- **Pac-Man 3D**, Senior Artist (Playstation, 1998) Namco Hometek
- **Test Drive 4**, Lead Artist (PC, 1996) Accolade
- **Star Control 3**, In-House Lead Artist (PC, 1996) Accolade
- **Unnecessary Roughness '96**, Lead Artist (PC, 1996) Accolade
- **Deadlock**, Artist (PC, 1996) Accolade
- **Hard Ball 5**, Artist (PC, 1995) Accolade
- **Star Control I and II Collection CD-ROM**, Artist (PC, 1995) Accolade
- **Tough Man Contest**, Artist (Sega Genesis, 1995) Visual Concepts for EA
- **MLBPA Baseball**, Artist (SNES, 1993) Visual Concepts for EA

## Illustrated Books and Publications

- **The Book of the Righteous**, Illustrator (2003) Green Ronin
- **The Illustrators Tarot**, Illustrator (1996) Pelican Press
- **Calendar of Serial Killers, Mass Murderers and Other Slayers**, Illustrator (1994, 1995) Hugo Productions
- **An ABC Reverie**, Illustrator (1994) Pelican Press
- **The Moon Maiden and Other Asian Folktales**, Illustrator (1993) China Books and Periodicals

## Education

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### Bachelor of Fine Arts, Illustration

Illustration Academy, 2005 Session, Sarasota FL

Academy of Art College, 1989-1992, San Francisco, CA

Pennsylvania School of Art and Design, 1988-1989, Lancaster, PA