

## PROFILE

Over 8 years of experiential instructional learning and UI/UX design working in corporate banking, health, fashion, architectural, and consumer goods industries. Experienced in Adobe Creative Suite and Storyline 360 with complementary experience in animation in 2D and 3D design using iClone, Character Animator, and Cinema 4D. Hands-on, client-facing, and presenting in all all situations.

## SKILLS

UI & UX, 2D & 3D, Animation, Content Design, Interactive Design, Instructional Learning Design, Narrative Strategies

## IDEA TIME, INC.

Freelance Digital Designer (2014 to present)

Freelance Digital Designer that creates interactive, branded experiences for a variety of industries. Creative direction, client production, fabrication, budgeting, strategizing, and rapid prototyping. Clients include: Chanel, Coty, Marc Jacobs, Nian Fish Productions, Bally, UNESCO, Velvet Foundation, NASA.

## MCKINSEY AND COMPANY

Lead Instructional Learning Designer (2018 to 2022)

Lead UI Instructional Learning Designer for a global management consulting firm designing E-Learning simulations with 3D and 2D visualizations, animation, content design, storyboarding, and UI/UX. Creative briefs, mood boards, prototypes, and stakeholder involvement within an agile development process. Designed for industries Corporate Commercial Banking, Consumer Retail Goods, Commodity Management, Telecommunications.

## GENSLER

Digital Experience Designer (2017)

Digital Experience Designer for architectural spaces employing a digital element. Storyboarding, animation, vision-sessioning, UI/UX for interfaces, user journeys, planning for interactives including video screens, experiential moments, motion-driven experiences. Collaboration with space programming, site visits, client presentations and meetings, and national and international travel. Clients include Crestron, Comcast, Museum of the Dog, Nakheel Mall Dubai.

## BLUE TELESCOPE

Associate Creative Director (2014 to 2016)

Associate Creative Direction with content strategy and research for interactive exhibition design with interactive digital environments. Concept creation, planning, process, and UI/UX design/wireframing for trade shows, museums, installations, and amusement parks for independent projects. Clients include Volkswagen, Hewlett-Packard, Aramco, RCI, Astra Zeneca.

## HALO MEDIA

Experience Designer (2012-2013)

Experience Strategy in branding, research, UX/UI for web based platforms for music industry and environmental groups. Lead for introducing, exploring and moving company to new technologies. Lead on internal new branding for company and overall future trajectory. Project management and initial client relations.

## THE INT'L JOURNAL OF NEW MEDIA, TECHNOLOGY, & THE ARTS

Contributing Editor (2013-2014)

Contributing Editor for forums of discussion and publication of innovative theories, exemplary UI/UX practices and critical commentaries in the arts. Contributions of research in areas of innovative uses in technology for museums. Critical refereeing of papers for publication. Attendance and lecture of current work at international conferences.

## LAXART

Installation/Art Direction/Preparatorial (2010-2011)

Installation/art direction/preparatorial work for contemporary art for an non-profit art initiative. Gallery & patron relations, administrative & curatorial work.

## TV AND FILM/BROADWAY/CONCERT VENUES

Costumer/Costume Designer (2000-2011)

Costume Design, design assistance, supervision, purchasing, budgeting, production relations, fittings, set monitoring of costumery with Warner Bros., Fox, HBO, and Showtime including "Cold Case", "Dexter", "Desperate Housewives", Dreamgirls, The Good Shepard. Costume maintenance, construction, & dressing for Broadway with "Wicked," "Newsies," national Broadway tours including "Hairspray", "42nd Street," "Les Miserables", The Los Angeles Opera & professional dance productions. Research of period authenticity with historical productions.

## EDUCATION

PARSONS THE NEW SCHOOL FOR DESIGN  
Master of Fine Arts in Design & Technology

GENERAL ASSEMBLY  
Certification in UX/UI Design Principles for Web & Mobile

UNIVERSITY OF PENNSYLVANIA  
Bachelor of Arts in English

THE ART DIRECTOR'S GUILD OF AMERICA  
CAD Architectural Design and Applications, Pre-Visualization

THE GNOMON SCHOOL FOR VISUAL EFFECTS  
Maya: Modeling, Texturing, and Lighting for Entertainment