

EXPERIENCE

ENTERTAINMENT DESIGN

- ◆ **Alterea Games** BG Design & 2D Artist 09/2024 to Present
 - 2D and 3D background layout & design for light novel game.
 - Storyboarding and animation for cutscenes and moving props.
 - UX/UI for game interface and playable minigame interactions.
- ◆ **Anthony Schepperd Animation** BG Design 09/2024 to 11/2024
 - Music video for Coheed & Cambria.
 - Background design & paint using 2D and 3D elements.
 - Procedural motion graphics animation in Blender.
- ◆ **'Peeling Off' Film** Concept Artist 09/2023 to 10/2023
 - Designed monster character costume for live action horror film.
- ◆ **'Kamino' Film** BG Design & Visdev Lead 01/2021 to 07/2023
 - Supervised background layout and design for 2D short film to manage quality and handoff to other departments in pipeline.
 - Designed props, maps and floor plans for locations, and orthographics for interior and exterior sets.

UX, UI, GRAPHIC, AND MOTION DESIGN

- Designed websites and apps with fast-paced teams for clients.
- Won several new business pitches at multiple agencies.
- Involved with all steps of the process including interaction design, visual, and motion design, for all device screens.
- ◆ **Argo Design** Senior UX/UI Designer 01/2025 to Present
- ◆ **Zone Vapor** UX/UI & Motion Designer 03/2024 to Present
- ◆ **Warner Music Group** Lead UX/UI Designer 06/2022 to 03/2023
- ◆ **Compass** Senior UX/UI Designer 12/2021 to 05/2022
- ◆ **Huge** Senior UX/UI Designer 07/2021 to 10/2021
- ◆ **Isobar** Senior UX/UI Designer 09/2020 to 01/2021
- ◆ **Frog Design** Senior UX/UI Designer 08/2019 to 10/2019
- ◆ **Momentum Design Lab** Senior UX Designer 10/2016 to 05/2019
- ◆ **Digitas** Senior UX/UI Designer 08/2013 to 08/2015

ILLUSTRATION

- + **Boké Expressway** Graphic Novel 02/2016
 - Writing, art, design, and self-publishing of 70 page book.
- + **Freelance Illustration & Design** 08/2015 to Present
 - Independent work for marketing, interactive, and comic art.
 - Notable clients include: Swarovski, Cushman & Wakefield, Expedia, Groupon.

SKILLS

- | | |
|-------------------|---------------------|
| Background Design | Storyboarding |
| Background Paint | Graphic & UI Design |
| Prop Design | Storytelling |
| Mechanical Design | Perspective |
| Orthographics | Attention to Detail |
| 3D Modeling | Active Listening |

SOFTWARE

- | | |
|---|---|
| Adobe: Photoshop, Illustrator, Substance Painter, After Effects, InDesign. | Blender: 3D, Grease Pencil, Compositing. |
| | Clip Studio |
| | Figma |

EDUCATION

- + **Underpaint Academy** 2024
 - VisDev with Léa Pinto
 - Characters & Props with Ian Su
- + **Coloso** 2023
 - 3D Background Design for Anime Production with Sangwoo Park
- + **Warrior Art Camp** 2023
 - Background Design for Production Pipeline with Linda Chung & Nikita Chan
- + **Project City** 2022
 - Directing Masterclass with Peter Chung
- + **CGMA** 2021
 - Background Design for 2D animation with Jonathan Hoekstra
- + **Illinois Institute of Art** 2008
 - BFA, Visual Communication

AWARDS

- ★ **Kickstarter Staff Pick:** Comics 2015
- ★ **Chicago Interactive Marketing Awards** 2015
 - Best Chicago Community Outreach
 - Best Local Chicago Campaign