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| **SUMMARY** | |
| Highly creative and talented multimedia design specialist with 10+ years’ experience providing Graphic Information Technology and Information Services support, and 4+ years in the video game industry with shipped title – Warhammer Online: Age of Reckoning and a working title – Shards Online; consistently engaged in continued professional development and research for best practices and emerging trends in graphic arts and desktop publishing; self-disciplined and accountable with exceptional time management skills and commitment to deliver projects within scope and timeline. | |
| **EXPERIENCE** | |
| **02/2015 to Current** | **CACI International Inc.** – Chantilly, VA  ***Multimedia/Visual Designer*** |
|  | * Maximize clients’ business and creative potentials by providing information and requirements gathering forum to determine and design innovative options. * Interpreted company’s Marketing Strategy and developed marketing and advertising content in collaboration with senior writers. * Deliver final product design within projected scope and timeline to ensure product meet the expectation of clients. * Build visual and pictorial marketing collaterals with photographs of executives and internal and external corporate events for use in various marketing programs. * Perform photo editing and image manipulation/design and establish archiving system for tracking all creative production. * Lead photographer in capturing numerous company live events including company conventions, award events, and seminars. * Take high-quality portrait photos for executive leadership. * Develop high end marketing materials in a variety of media including web banners, executive level presentations, emails, print, video, and social media for internal and external announcements in corporate communications. |
| **11/2013 to 08/2015** | **Citadel Studios** – Washington, DC  ***Technical Artist*** |
|  | * Successful collaboration with principal artists and programmers leading to characteristically appealing designs and superior art pipelines for game features. * Exported and integrated assets using Unity game engine. * Modified 3D character models, textures and rigging to ensure proper integration into game. |
| **07/2010 to 02/2015** | **NJVC, LLC.** – Chantilly, VA  ***Business Operations Analyst – Graphics*** |
|  | * Designed and produced creative deliverables for support across programs and corporate initiatives; led and mentored junior level graphic artists. * Reviewed and analyzed data and compiled program milestones for 170+ annual projects. * Developed comparative highlights/accomplishments data review of previous contracts. * Guided architecture of first website; designed and maintained layout pages, graphics, and linkage to other sites. * Designed and created high quality graphics for TV displays at customer locations. * Built and managed SharePoint Library of current and archived project deliverables, and graphics to maximize government and contractor communication. * Researched and gathered information from a variety of data sources in key support of 60 Government deliverables. |
| ***Communications Specialist*** |
| * Conceptualized and developed complex graphics and illustrations. * Adhered to branding and visual identities and ensured compliance in all internal and external documents. * Collaborated with clients to discuss content, timelines, and other requirements. * Maintained desktop publishing services to support corporate strategies, program deliverables, and tradeshows. * Compiled outlines, compliance matrices and schedules. * Completed all deliverables within scope and stipulated timelines. |
| **01/2008 to 02/2010** | **Mythic Entertainment, an EA Studio** – Fairfax, VA  ***Assistant Modeler*** |
|  | * Videogame developer of Multiplayer Online games, supported development of WarHammer Online: Age of Reckoning which launched in 2008. * Created texture work, modeling fixes, and applied troubleshooting across projects. * Ensured production of art assets in line with clients’ expectations and required schedule. * Organized and managed high volume of character asset integration using HTML, XML and Perforce. * Partnered with other team members to resolve implementation issues. |
| * **02/2007 to 01/2008** | **i6 LLC.** – Kearneysville, WV  ***Graphics – Design and Prototyping*** |
|  | * Conceptualized, planned, designed, and produced wide range of specialized graphic and illustrative material and multimedia concepts. * Collaborated with clients to ascertain needs and to develop graphic directions, concepts, and specifications for assigned projects. * Created innovated holographic tickets for George Mason University and LPGA. * Designed various collaborations with proprietary imaging algorithms, lenticular holograms and ultra-high speed data conversion tools with cutting edge printing techniques to produce tamper-proof documents and defeat counterfeiters. |
| **COMPETENCIES** | |
|  | * Fluent in Spanish. * Requirements gathering. * Proficiency Adobe Creative Suite CC: design, desktop publishing, and image manipulation. * Extensive experience with modeling and texture mapping in 3Ds Max. * Proficient in skin weighting and rigging in Maya, 3Ds Max and Character Studio. * Experienced in editing videos with Final Cut Pro, Premiere and After Effects. * Gamebryo game engine ǀ Unity game engine. * Proficient with MS Office Suite. * Familiarity with photography. |
| **EDUCATION** | |
|  | **The Art Institute of Washington** ǀ Arlington, VA ǀ BA, Fine Arts : Media Arts & Animation |
| **Northern Virginia Community College** ǀ Annandale, VA ǀ AS, Applied Art: Fine Arts |
| **Gibbs College** ǀ Vienna ǀ VA Diploma: Visual Communications |