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| **SUMMARY** |
| Highly creative and talented graphic design specialist with 7+ 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; seeking to leverage skills and professional experience in a stimulating mid to senior level position in the design industry. |
| **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.
* 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.
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| **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.
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| **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.
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| ***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.
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| **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.
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| * **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.
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| **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.
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| **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 |