

## EXPERIENCE

### **Harmonix** | UI Artist | 6.2018 - Present

- UI Lead on undisclosed project: Established a consistent visual language throughout shell. Managed team of UI artists and worked with producers to task and scope work. Implemented screens and assets in UE4.
- UI Artist on Fuser: Brought the game's shell screens from wires to cross platform implementation. Integral in look and feel decisions for game wide iconography. Implemented screens in UE4; created assets, screen layouts and timeline animations.
- UI Artist on Dance Central VR: Drove the wardrobe and lounge multiplayer experience from wireframes to implementation. Designed in-game poster designs, emojis and achievement icon illustrations. Optimized assets for Oculus Rift and Quest.

### **Rhode Island School of Design** | Adjunct Professor | 2021-2022

- Intro to Digital Illustration, Character Design

### **Lesley University** | Adjunct Professor | 2019 - 2020

- Principles of Illustration, Character Design

### **Demiurge Studios** | UI Artist | 10.2014 - 6.2018

- Lead UI Artist on the Match-3 RPG Marvel Puzzle Quest.
- Collaborated with engineers to implement game features for iOS, Android and PC platforms.

### **LuckyLabs** | Designer/Art Director | 3.2012 - 6.2014

- Created engaging characters and vibrant gaming environments for the Lucky Super Slots app.

### **WGBH Interactive** | Designer | 3.2006 - 6.2011

- Lead character designer on The Stepping Stones Museum for Children's Healthyville exhibit.
- Other projects: Antiques Roadshow, Between The Lions, Arthur, Martha Speaks, Postcards From Buster.

### **Freelance** | Freelance Illustrator/Designer | Ongoing

- Highlights include backgrounds and graphics for Barbie's Mystery Box Challenge and Barbie's Story-Box YouTube series, artwork for Cartoon Network's BMO Snaps game and promotional postcards for Proletariat's MMO World Zombination.

## PUBLIC SPEAKING AND COMMUNITY ENGAGEMENT

**MassArt** | Guest Speaker | 4.26.2018

**MICE** | Exhibitor | 10.2016, 10.2017

**Game ChangeHers** | Keynote Speaker | 10.27.2017

## EDUCATION

**Rhode Island School of Design** | B.F.A. Illustration | 1999 - 2003

## SKILLS

Photoshop, Illustrator, Animate, Drawing, Wireframing, Prototyping, Figma, XD, UE5