

Motion designer focused on creating innovative motion expressions that inspire and delight users through the experience of products.

SOFTWARE

Adobe CC
Cinema 4D Studio
Houdini
Substance Designer

Unity
X-Particles
Redshift

LANGUAGES

C#
HTML5
CSS3
JSON

PHP
Swift 3
Processing
p5.js

EXPERIENCE

RUN Studios @ Amazon – Motion Designer, Remote

2020 - Present

Responsibilities: Created short-form informational videos explaining functions of Amazon products. Worked with a large team of motion designers to produce and localize videos in sub-week timeframes.

Skills Utilized: Motion Design, Video Editing

Nissan Design America – Motion Graphics Designer, Santa Clara, CA

2019 - 2020

Responsibilities: Developed motion systems and videos to showcase UI designs created by the GUI design team in physical and virtual demos. Worked with interior/exterior design teams and GUI design team to create 3D video showcasing new innovations in car design.

Skills Utilized: Motion Design, GUI Design, Video Editing

Sonata Learning – Lead Designer, Livermore, CA

2017 - 2019

Responsibilities: Directing the visual aspects of Sonata Learnings work, balancing clients' existing brand identity with cutting-edge design and UI/UX best practices.

Skills Utilized: Graphic Design, Motion Design, Team Management, Video Editing

EDUCATION

Academy of Art University – San Francisco, CA

2014 - 2017

Bachelor of Fine Arts in Web Design and New Media

Lassen Community College (LCC) – Susanville, CA

2012 - 2014

Associate of Science in Digital Graphic Design

EXHIBITIONS

xR in EDU Conference @ Stanford Research Institute – Menlo Park, CA

2017

VR Oculus Museum Experience for the Norman Rockwell Museum presented

AAU Spring Show – San Francisco, CA

2017

Motion Graphics and VR Google Cardboard game presented