

**Immersion Architect** – *Designing logical & transparent experiences for global users*

Creative Lead / Design Principal / Senior Interaction Designer

Visionary, dynamic, and resourceful Senior Designer with myriad capabilities and 20+ years of accomplished experience. Able to lead and support design teams in the creation of award-winning, showcase-worthy, forward-leaning applications. Creative problem solver with deadline-driven and budget-conscious orientation. Outstanding communication skills for effective collaboration with developers, artists, and executives. Brings design-focused vision with the ability to produce high quality resulting visual concepts.

Technical Skills:

Adobe Photoshop ▪ Illustrator ▪ 3D Studio Max ▪ Maya ▪ After Effects ▪ Premiere ▪ Axure ▪ Microsoft Office

## Professional Experience

### **blacksurface, Seattle, WA, 2002 – Present**

*An independent consultancy specializing in Interaction Design, Visualization, and Real-time 3D solutions.*

*Freelance Designer/ Creative Consultant*

Lead and manage the operations of a consultancy with a highly varied clientele on projects including user experience, architectural and product visualizations, motion graphics, digital illustrations, user interfaces, brand identity, and 3D printing. Ensured completion of research, art direction, content management, and digital production directly or by managing subcontractors. Authored marketing and sales plans, delivered client presentations, and developed new business.

- Created 2D animations for an informational kiosk for Puget Sound Energy.
- Produced and managed off-site visualizations for world renowned architectural firm NBBJ, which successfully helped them to secure multi-million dollar projects for high profile clients.
- Consulted with architects on modeling, providing a level of superior quality and timeliness which allowed the models to become an integral part of the whole design process.

### **Microsoft Corp. (via Aquent), Redmond, WA, 2014**

*Interaction Designer*

Led the interaction design of high-visibility Xbox One features related to external storage, application management, physical and digital bundles, out-of-box experience (OOBE), and user sign-in. Created sketches, storyboards, user flows, and wireframes as needed.

- Oversaw the interaction design of External Storage for Xbox One, a highly requested feature which earned positive media reviews.
- Designed the user experience and interaction model for the file management systems of digital bundles and compilation discs. Allowed publishers to mix content and manage it from the cloud.
- Re-architected user flow of the Xbox One's OOBE, reducing setup time and user touch-points by 30%.
- Overhauled the user sign-in model for the recently announced Kinectless Xbox One SKU.

### **IdentityMine, Seattle, WA, 2012 – 2013**

*3D User Experience Design Lead*

Designed innovative and functional user experiences for Microsoft collaborations using Kinect for Windows, PixelSense, Xbox Live, Windows 8, and other technologies. Wrote design proposals and estimated work scopes for pitch-backs. Created working prototypes and experimental applications. *Projects included:*

- **Nissan|Critical Mass** — Designed the 3D environment for an application showcased at 2013 New York Auto Show. Earned a Cannes Lion 2012 nomination and an interactive kiosk pilot program.
- **Planar** — Designed multi-touch applications to showcase interactive user-manipulated content over large mosaic displays using Planar's 84" 4K Multi-touch display technology.

- **NEC|Microsoft** — Designed user interface and concept boards on cross-market, retail experiences.
- **Autodesk** — Assisted Design Lead with comparative analysis and user workflows.
- **Sony Pictures Entertainment** — Designed & red-lined visual comps for high-profile Xbox Live App.
- **Home Depot** — Created interactive, 3D prototype & gesture-based interactions for proposed kiosks.

**Microsoft Corp. (via Filter:Talent), Redmond, WA, 2011**

*Environment Artist – Halo 4*

Created working models in the Halo 4 game engine using unique in-house processes. Trained other artists in 3DS Max and proprietary methodologies.

**Microsoft Corp. (via Filter:Talent), Redmond, WA, 2009 – 2010**

*Lead 3D Artist - Full House Poker*

Provided sole source of original environment art and directly owned all aspects of the 3D art content pipeline, including references, modeling, creating multi-textures, shader networking, UV mapping, lighting and camera animation. Created detailed schedules in collaboration with Art Lead and Producers.

- Worked closely with graphic developer to help “backwards engineer” assets into game engine.
- Created “drop buckets” of content and input entire art catalog into spreadsheets.

**Zombie Studios, Seattle, WA, 2008**

*Senior Environment Artist - America’s Army 3 & Blacklight: Tango Down*

Worked on environment art and other aspects of two projects implementing Unreal Engine 3. Modeled and textured over 30 high-res and low-res intensely detailed models, including high-res source geometry.

**Teague (via Aquent), Everett, WA, 2006 – 2007**

*Designer - Boeing 787 Interior Visualization*

Provided production and print services to industrial and interior aerospace designers. Modeled the interiors of 787 aircraft with impeccable accuracy, producing photorealistic renders for presentations to a variety of international airline clients.

**Microsoft Corp. (via Filter:Talent and Aquent), Redmond, WA, 1997 – 2008**

*Senior/Lead 3D Artist*

Contributed to a variety of video game franchises including Microsoft Train Simulator 2, Forza Motorsport, Forza Motorsport 2, Project Gotham Racing, NFL Fever 2000, and NFL Fever 2002.

- Trained contingent staff and created tutorials to streamline the production process.
- Designed an asset archival and retrieval system to eliminate redundancies and boost efficiency.
- Played key role on production “strike team” providing immediate, critical project responses.
- Modeled and textured over 100 buildings of Rio de Janeiro, Tokyo, London, and all 30 NFL stadiums.
- Designed and produced the User Interface for an innovative game prototype.

## Early Career Highlights

Instructed students in Photoshop, Image Manipulation, and 3D Animation for the Art Institute of Phoenix. Produced 2D and 3D animations for kiosks, multimedia titles, TV commercials, and video games. Co-founded a company devoted to making software products for the Palm Pilot. Served as the company’s Creative Director, overseeing the design of AportisDoc, which was the #1 eReader for Palm Pilot at the time.

## Conferences & Events

**You in UX Summit • Seattle Interactive Conference • SIGGRAPH • E3**

## Education

**Bachelor of Science in Design (BSD) – Industrial Design**  
Arizona State University, Tempe, AZ