

I create beautiful, functional digital experiences, research users, and solve problems on a two dimensional plane. I have no fear of iteration and enjoy being part of team as much as working solo. My experience includes design for Android and iPhone devices, responsive websites, and Apple Watch.

RELEVANT TECHNICAL EXPERTISE INCLUDES

Rapid Prototyping

- Balsamiq
- Omnigraffle
- Keynote/Powerpoint

Adobe Creative Cloud

- Photoshop
- Illustrator
- InDesign

Code

- HTML5
- CSS3
- jQuery

Additional capabilities include ePubs, Figma, Adobe Animate, Dreamweaver, AI tools, and SEO.

PROFESSIONAL EXPERIENCE

Contract and Freelance Design/Development

2000–Present

Clients included

- Samsung
- Kaiser's LMPartnership
- California Shakespeare Theater
- Alison Levine (Best Selling Author)
- Foxy Rocket
- Salesforce Foundation
- Venafi, Inc.
- Rena Bransten Gallery
- Marjorie Liu (Best Selling Author)
- UTURN VR (Virtual Reality series)

My roll for each client ranged from being part of a team with one responsibility, such as user interface design, coding based on a style guide, or animation, to taking the project from start to finish including data collection through iteration into development and launch.

Design/development skills include

- Apple Watch
- Smart phones (iPhone/Android)
- Responsive Web Design
- User interface design
- User experience
- Conducting UX interviews
- Strategic planning/functional specs
- Style guide (creation and adherence)
- SEO
- Flash/Animate animated applications
- HTML, CSS, jQuery
- Running meetings

Technical and Design Trainer

2004–2014

I spent many weekends, and some weekdays, leading classes of up to 20 industry professionals for up to 8 hours of training a day while maintaining my design/dev clients. One of my favorite parts of teaching for BAVC (Bay Area Video Coalition) was creating my own training material. I led the push to get BAVC to teach HTML5 and CSS3 when those language versions were new. I pioneered the development of BAVC's UX/UI/HCD classes. I like to look ahead and to share what I

see and learn.

Topics covered included

- Human Centered Design
- User Experience Design
- Wireframing & User interaction
- Balsamiq
- Omnigraffle
- Keynote
- Typography
- Color Theory
- Design (graphic and digital)
- Web Workflow
- Photoshop
- Illustrator
- XHTML/HTML5
- CSS/CSS3
- jQuery
- SEO
- InDesign
- Flash/Animate

Training centers included Bay Area Video Coalition (BAVC), Sonic Training, AcademyX.

Art Director

2004–May 2010

Volunteer Art Director for a grass roots non-profit 501(c)(3). I was responsible for the concept, design, and creation of print and web collateral and was a member of the Board of Directors for a number of years.

Management/execution responsibilities included:

- Website management
- Website redesign
- SEO
- Ads, static and animated
- Flash animated applications
- Event staging/design
- Parade float design
- Wayfinding and signs
- Logo design
- Festival program (approx. 40 pgs.)
- Brochures
- Business Cards
- Flyers/Posters/Postcards
- Hand-painted signs
- Vinyl sign design
- Photo ready ads

PUBLICATIONS

Technical Editor for the HTML5 Mobile Development Cookbook

Technical editing of each chapter. Extensive use of knowledge of HTML5 and the mobile platform to insure accurate and useful information, lessons, and code snippets.

Coauthor of the WordPress and Flash Cookbook published by Packt Publishing

Generation of media and lessons within a very strict time line.

Self-Portraits of the Apocalypse, self-published and designed

Digital art book consisting of 100 Photoshop cartoons/illustrations. I completed an illustration a day for 100 days along with a blog post, posted each illustration to social media, and answered the call to turn the project into a book.

EDUCATION

California College of the Arts, BFA