

Freelance Art Director • October 2006 to Present

- Created both Advertising and Editorial projects for clients such as Circuit City, Microsoft, Dell, Mom2B, Future US, *Nintendo Power* magazine, *Mac|Life* and *PlayStation: The Official Magazine*
- Developed templates, file structures and organization methods for clients
- Retouched and color-corrected photos to meet clients' needs

Art Director, Official Windows Vista Magazine • March 2007 to Present

- Create striking layouts that speak to an audience intimidated by technology
- Direct and organize photoshoots for features and covers
- Prepare and pre-flight all files for printer

Associate Art Director, Pregnancy magazine • October 2006 to Present

- Collection and color-correction of stock art
- Layout and pre-press of magazine pages
- Building and maintaining template files for the magazine

Associate Art Director, Scrapbook Answers magazine • October 2005 to October 2006

- Created organizational system for assets and files for this launch title
- Collaborated with photographers and color-corrected up to 300 images per issue
- Managed art interns and freelancers

Acting Art Director, Future Plus Custom Publishing • June 2004 to October 2005

- Worked closely with Sales staff to develop pitch materials and tools
- Interfaced with clients on high-end project (materials for launch of Xbox 360, SOE Worlds)
- Project managed multiple competing deadlines and demanding clients

Senior Designer (de facto Art Director), IDG Entertainment • 1998 to June 2004

- Managed Design Department (four people) responsible for *GamePro*, *CodeVault*, *The Industry White Paper* and various custom publishing projects (Lucasfilm, Best Buy, Nintendo, Sega, Square Enix)
- Designed the majority of sales and marketing material for above projects
Re-designed *GamePro* twice; launched *Code Vault*
- Coordinated assets with PR companies and our international licensors
- Supervised simultaneous projects with competing deadlines

Senior Designer, PC Games, IDG • February 1997 to January 1998

- Designed reviews, up-front sections and features along with various collateral materials (CD covers, blow-in cards, web graphics, greeting cards)
- Re-designed several magazine sections; developed illustrations and creative backgrounds to fit the magazine's desired new appearance
- Acted as interim Art Director during times of transition

Art Director, Consumer Review • January 1994 to June 1996

- Created the design template for semi-monthly black and white car buyers' guides
- Formatted the content of the book to fit the design template
- Orchestrated shipping schedule with editor and publisher

Associate Art Director, Harris Comics • January 1994 to June 1996

- Handled design and layout for letters column
- Created solicitation materials for stores and ComicCons
- Corrected and manipulated archive art for current use

Computer Skills:

Adobe CS2 and CS3(Photoshop, InDesign, Illustrator, Dreamweaver, Flash, GoLive), QuarkXpress, FileMaker Pro, Microsoft Office, Final Cut HD, DVD Studio Pro, Microsoft PowerPoint