

## SKILLS

Problem solving, storytelling, cinematography, perspective.

## WORK EXPERIENCE

### Background Design Lead at Insert Media Studios

02/2022 to 07/2023

- Background layout and design from storyboards of over 50 shots for short 2D film.
- Supervised designers throughout production to manage quality standards, art direction, and handoff to other departments in pipeline within a set timeframe.
- Reviewed VisDev work with Director and Art Director and communicated changes with BG team in Miro to develop aesthetic and visual language for film.
- Designed maps and floor plans, and orthographics for interior and exterior sets using Photoshop and Clip Studio.

### Lead UX/UI Designer at Warner Music Group

08/2019 to 03/2023

- Led design of complex data system features from concept to execution within fast-paced deadlines, alongside programmers and other teams to ensure quality.
- Fully remote with team members across multiple continents.

### Senior Designer at Compass

12/2021 to 05/2022

- UX + UI of custom features for a graphic design app used by real-estate agents.
- Interviewed real-estate agents to gather feedback about design explorations.

### Senior Designer at Huge

07/2021 to 10/2021

- UX design using Salesforce UI to create management system for an assistant app.

### Senior Designer at Isobar

09/2020 to 01/2021

- UI design to improve the Enterprise Car Rental online platform.

### Senior Designer at Frog Design

08/2019 to 10/2019

- Research and brainstorming workshops for financial client.

### Principal Designer at Momentum Design Lab

10/2016 to 05/2019

- Design of apps for startup clients with unique ideas ranging from functional data management dashboards to innovative concepts used in demos and conferences.
- Conducted brainstorming workshops, coordinated with developers and junior designers, and held client review sessions.

## INDEPENDENT WORK

### Self-Published Graphic Novel

10/2015

- Writing, art, graphic design, and publishing of 70 page graphic novel.
- Awarded Kickstarter Staff Pick in Comic Books, fully funded campaign.

## EDUCATION

### Warrior Art Camp

### Background Design for 2D&3D

09/2023 to 11/2023

### Underpaint Academy

### Léa Pinto: Dynamic VisDev

01/2024 to 02/2024

### Underpaint Academy

### Ian Su: Character & Prop Design

01/2024 to 02/2024

### Project City

### Peter Chung: Directing Masterclass

10/2022 to 12/2022

### Illinois Institute of Art

### BFA, Visual Communication

06/2004 to 03/2008

## MENTORING

### Pursuit

- Conduct mock interviews with software development students.
- Presentations on UX in the tech industry and career paths.

## SOFTWARE

Adobe Photoshop, Clip Studio Paint, Blender 3D & Grease Pencil, Heavypaint, Adobe Illustrator, Affinity Designer, Figma, InDesign, After Effects, Blender, Miro