

I am a designer in the Seattle area. I graduated from the Art Institute of Seattle in 1997 and have been working ever since. Currently, I am an app designer at Research In Motion, but I always keep an eye out for interesting side projects and new design challenges.

Experience

Research In Motion – Seattle, WA
Software App Designer (May 2011 – present)

frog design – Seattle, WA
Visual Designer II (June 2008 – May 2011)

Starbucks Coffee Company – Seattle, WA
Senior Designer, Interactive (Jan. 2007 – June 2008)

Getty Images – Seattle, WA
Senior Designer (June 2005 – Jan. 2007)
Designer (Feb. 2000 – June 2005)

Visio Corporation – Seattle, WA
Designer II (Jan. 1999 – Feb. 2000)
Designer I (Jan. 1998 – Jan. 1999)
Design Intern (Aug. 1997 – Jan. 1998)

Responsibilities

At **RIM/Gist**, I am the lead UI designer, working closely with the UX designer, creating the visual and usability guidelines of the Gist platform. These guidelines are created from the ground up to form a scalable, unified, and multi-platform application across Android, Blackberry, iPhone, Chrome, Firefox, and Microsoft Outlook. These guidelines are also used to establish and set the Gist standards within the RIM/Blackberry corporate usage and platform of apps.

While working at **frog design** I have occupied many roles. I've been a visual designer, interaction designer, UX/UI designer, coder, developer, and tester. I've had to use all these skills working with clients like BMW, Microsoft, NBCU, Nokia, Quadrant Homes, Qualcomm, Rogers, Russell Investments and Samsung. I've gotten the opportunity to dive headfirst into the mobile world by spending over two years creating smartphones from the ground up. I also had the privilege to work in Munich and Shanghai. Both were great personal growth and an amazing learning experience.

At **Starbucks Coffee Company** I focused on their web presences and building the brand online. I visually lead creating seasonal drink micro-sites, promo material for traditional web marketing and social media markets, websites for exclusive offers and merchandise, updating starbucks.com, and started the charge in re-designing their site as well.

A major chunk of my professional career was at **Getty Images**. I grew and learned a lot over those seven years. Working on campaigns that span print, web/interactive, and multiple languages. Over those years I got to work on projects for Summer and Winter Olympic, World Cup, Cannes Film Festival, MLB, NBA, re-designing gettyone.com to gettyimage.com, and then re-designing gettyimages.com three times after that.

Visio Corporation is where my career got it's start. I started as an intern there immediately after graduating from the Art Institute of Seattle, designing trade show graphics, signage, packaging, and marketing material. This is where I began to learn web design, development, and Flash. It helped shape me into a web/interactive designer.

Tools

Photoshop CS5, Illustrator CS5, Catalyst CS5, Dreamweaver CS5, Flash CS5, InDesign CS5, Fireworks CS5, basic After Effects, OmniGraffle, Microsoft Office, HTML, XHTML, CSS and FTP clients

Objective

Continue to build upon and expand my creative knowledge and know-how. To never miss an opportunity to try something new and dive right in, even if it's in a realm I've never worked in. To never stop asking questions.

Education

School of Visual Concepts – Seattle, WA
Ditching Quark for InDesign, June 2005

Art Institute of Seattle – Seattle, WA
Graphic Design: Associate of Applied Arts, 1997

Schooner Technical Media Training – Seattle, WA
Macromedia Flash MX 2004: Application Development, April 2005

Awards

Adobe site of the day • American Graphic Design Award • Communication Arts Interactive Annual 13 • Graphic Design USA Awards for Excellence in Communications and Graphic Design • Inhouse Design Awards: Graphic Design USA • Seattle Show: Interactive Award, Silver • The American Design Awards Monthly Design Contest : Platinum Accolade, August • W3 Awards : Silver Award, Microsite - Consumer Goods