



## Summary

In my 30-plus years as an artist, I have adapted and adjusted my skills and talents to meet the diverse needs of clients. From art direction to storyboarding, animation to graphic design, I am well versed and well rounded in the many different aspects of the art industry. Whether the needs are team leadership or artistic support, I have the passion, experience and training to fill any need.

## Work Experience

### Ongoing

### Freelance Graphic Designer/Concept Illustrator/Animator/Storyboard Artist

#### Feb. 2014 to current

#### ITEC Entertainment, Orlando, FL

Visual Development, Character Design, storyboarding Art Direction, and story brainstorming for theme parks and theme park rides. Shot planning, Textures, and 3D development support. Presentation package design and execution.

#### Aug. 2011 to Feb 2012

#### Falcon's Treehouse, Orlando, FL

As Visual Development Artist, I create hero views, character design, and POV images for theme park attractions, shopping plazas, hotels, and resorts. Also visual development and asset support for 3D animation production.

#### Sept. 2007 to Aug. 2011

#### FX Group, Ocoee, FL

Creating background large-format graphics for television news sets. Design of graphic elements for trade show sets and dioramas. Provided support in creating 3D rendered views of sets and dioramas. My role as contact point between our clients and the company assisted client decision making.

#### Aug. 2006 to Sept. 2007

#### Kid-U-Not, Inc., Sanford, FL

Responsible for designing and illustrating t-shirt designs for theme parks and US National Parks. Duties included every aspect of job flow, from concept design to final Graphic Design and artwork, and separations.

#### Apr. 2000 to Mar. 2004

#### Walt Disney Feature Animation, Lake Buena Vista, FL

Animation and clean-up artist in the Effects Department. During an 18 month period, I was promoted twice.

#### Feb. 1999 to Apr. 2000

#### Fotozines/Keepsake, Inc., Windermere, FL

Head of the Creative Department - Graphic design and layout for single-use camera wrappers and boxes for both Keepsake's line of cameras and third-party cameras.

#### Feb. 1989 to June 1998

#### Fasa Corporation, Chicago, IL

Advanced from Illustrator/Graphic Designer to Senior Illustrator, and Assistant Art Director. Fantasy and science fiction illustration, graphic design and layout of game books and magazines. Responsible for managing freelancers, scanning and color correcting of imagery, proofing and film output of the final product.

## Freelance Clients

### Walt Disney Creative Entertainment, Florida

Logo designs for the Disney Cruise Line.

### Walt Disney Feature Animation, Florida

Design, Art Direction, Layout, and Coordination of yearbook for the animated feature film "Mulan." Worked with Feature Animation employees in both Orlando and Los Angeles. Coordinated photos, graphic design and layout and communication with the publisher.

### Premise Entertainment, Orlando, Florida

Character Clean-up for *Princess and the Frog* feature Film released in Dec. 2009  
Character Clean-up for *The Bear and the Hare*, John Lewis Christmas Commercial, 2013  
Character Clean-up for currently unreleased feature film, 2013

### Legoland-Florida, Winter Haven, Florida

Large format wall illustrations for new land "Chima" opened July 2013

### Cecropia, Inc, Orlando, Florida

Effects animation, Character Clean-up, and x-sheet correction for the 2D coin operation game "The Act," 2006.

### Project Firefly, Orlando, Florida

Effects animation, Character Clean-up, and x-sheet correction for *Curious George* feature Film released in Feb. 2006.

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### **Hidden City Games, Seattle, Washington**

Color illustrations for *Clout* CCG and *Bela Sara* TCG

### **Typographics, Orlando, Florida**

Design of covers and Title treatments for Harcourt Science 2000 Instant Readers for kindergarten, 1st, and 2nd grades.

### **Orlando-UCF Shakespeare Festival, Orlando, Florida**

Design, Art Direction, and Layout of the Winter 2005-6 and Spring 2006 Education Flyers.

### **Queensryche Fan Club, Seattle, Washington**

Designed the fan club magazine for this popular rock band. My responsibilities included all the design and layout, some photo selection, editing and occasionally writing.

### **Wizards of the Coast, Renton, Washington**

Color illustrations for *Magic: The Gathering* and *BattleTech* trading card games.

Black and white illustrations for *Dragon Magazine* and *Dungeons and Dragons* RPG, color illustrations for *Spellfire* TCG.

### **RAFM Co., Inc., Brantford, Ontario, Canada**

Illustrated and designed blister card and box graphic design and layouts.

## **Medium and Software**

I work in the following media: pen and ink, scratchboard, watercolor, acrylic, gouache, and oils. My professional illustration work has been digital since 2004.

Proficient in the following software products: Adobe Creative Suite-Photoshop, Illustrator, InDesign (current), Quark Xpress (through v7), Microsoft Office Suite 360 (current), Corel Painter (through v2021)

Knowledgeable in Freehand (through v7.0), Poser (through 2010), Autodesk Maya (through v2013), Autodesk 3D Studio Max (through v2012), Adobe Flash (through vCSC), Adobe After Effects (through v2018), Adobe Premiere (through v2018), Google Sketchup (Current), Z Brush (Current), Blender (Current), Unreal Engine (Current)

## **Education**

American Academy of Art, Chicago, Illinois

Associates Degree in Graphic Arts, Major in Illustration - May, 1988

Additional Courses at American Academy of Art

Life Drawing and Oil Painting - 1993-94

Continuing Life Drawing Studies

Art Institute of Chicago, Chicago, Illinois

Life Drawing Course - 1984

## **Exhibitions**

World Fantasy Convention Art Show, 1996

GenCon Art Show, 1990 through 1996

## **Awards**

Spectrum 2, 3 & 4, The Best in Contemporary Fantastic Art

Origins Award Winner, 1992-Best Graphic Presentation of an Role Playing Game, Adventure or Supplement awarded for Shadowrun, 2nd Edition

Annual Society of Illustrators Student Competition, 1988

## **Hobbies**

Travel, sports, plein aire painting, photography, animation



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