

Innovation

Design

IP

Leadership

3D Modeling

UX

Creativity

User Advocate

## Summary

Brainstorming, conceptualizing and solving user problems through innovative means. Making pages, models, screens and images more aesthetically pleasing and accurate. Combining User data, forums/reviews and feedback to perfect and prioritize additional features and user UX. Eliminating the fear of technology through clean, intuitive and inviting functionality and flow. Presenting things in ways that excite. Identifying novel ideas and putting them to work in 2D and 3D ways.

## Experience

### **Motorola Mobility** – Prototyper, User Experience/Graphic designer March 2011-Oct. 2015

User design flow and graphics, development of standardization in mobile devices, automotive, and IP (Intellectual Property) filings, wearables, Innovation. Awards for 4 of 4 Hackathon events and awards for concepts, helping others and creativity. Nominated for a “Moto Great” award. Helped lead the Innovation team and the “Innovation Across Borders” group. Simultaneous graphical support for various products, Google Play/Chrome Web Store updates, Maya, Photoshop & Unity. Both linear and Agile development.

### **Global VR** – Lead Environment Artist/Manager Feb. 2004 – Feb. 2009

Designed and created environments for HD video games, with 3D geometry, materials, UVs and in some cases characters, UI and cinematics. At times, managed up to 5 other artists. All coin operated arcade game cabinets were shipped on time, if not ahead of time and within budget.

### **3DO** – Lead Terrain Artist June 2001-June 2003

Game console software. Worked with fellow directors, artists and designers to create appropriate 3D landscapes with Maya, maps, roadways and surface environments that worked with various architectural and object models and collision volumes. Created additional textures to add visual variety using Photoshop, 3D Studio Max. Modeled various trees, props and architecture.

### **Electronic Arts** – Course Environment Artist Jan. 1998 – May 2001

PGA Tour and Tiger Woods products with various roles. Worked with fellow Artists. Placed/modeled objects to match those of licensed real golf courses and those of fantasy courses. Created additional textures to add visual variety. Used proprietary 2D and 3D tools.

## Education

### **San Jose City College - Current** San Jose, California

Completed 19 courses (58 units, Fall 2016 - Spring 2018): Small Group Communication, Interpersonal Communication, Intermediate Drawing, Ceramics, Sculpture, Intercultural Communications, Argumentative Communication, Oral Communications, Figure Drawing, Illustration, Acrylic Painting, English Composition, Intermediate Ceramics, 2-dimensional design, American Sign Language, Environmental Science, Art History, Color Theory, and Portfolio/Exhibition.

**Awards:** President’s List (x3), Dean’s List, Communications certificate.

### **DeAnza College** Cupertino, California

Completed on-line courses in: Introduction to Flash 8, Human Anatomy and Physiology, Medical Terminology

### **C.D.I.S (I.C.A.)** now part of **Art Institute** Vancouver, BC, Canada

Completed 4 Diplomas: Digital Art Masters, Digital Publishing, Digital Visual Arts, Interactive Multimedia

### **Carleton University** Ottawa, ON, Canada

Undergraduate studies in: Architecture, Industrial Design and Art History