

Motion Graphics
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Experience

WC+A Art Director

March 2021–Present

Lead the design and production of original spots, social media campaigns, and OOH placements for a wide range of entertainment brands. Focusing on motion graphics, editing, and post-production workflows with an emphasis on storytelling. Other tasks included adapting external partner creative across multiple platforms, ensuring compliance with diverse technical specifications and supporting cross-functional teams within the agency.

Ubisoft Entertainment Sr. Motion Graphics Designer

March 2013–June 2019

Projects included trailer finishing, animated social media assets, end card design, projection mapping for events, and supporting the Creative Services team. Q.C. oriented environment, focusing on workflow improvements, managing freelance editors/artists, and executing same day turnaround on multiple assets.

CBS Interactive Motion Graphics

August 2007–September 2012

Responsible for design and execution of graphics packages for CNET TV. Other duties ranged from outdoor media, front-end design for CBSNews.com, and production throughout the CBS Interactive brand network.

Education

Bachelor of Fine Arts in Computer Arts, New Media

Academy of Art University | San Francisco, California

Associate of Fine Arts

State University of New York at Rockland | Suffern, New York