

EXPERIENCE

- **BUFFALO GAMES - PLAY DESIGNER**, 2009 – present
 - part of a four person internal design team
 - develop protocol for game testing outlining: objectives, methodology, and documentation decreasing the time in which games are produced
 - create systematic, but flexible approach to game ideation that has produced two games that are currently on the market in under two years
 - develop, maintain, and document the company's social media efforts including creation of the company's voice and content. Our page hit 1000 fans in 9 months with a very limited monetary investment.
 - foster creativity within the department by facilitating various brainstorm methods to solve problems and overcome obstacles
 - invent game concepts including the published games Gotcha! and Monster Maker
 - lead product development process including costing, manufacturing options, art direction, game testing, and writing instructions
 - develop inventor submitted products to prepare them for sale and production
 - design identities for various game packages and components
- **BUFFALO GAMES, SENIOR GRAPHIC DESIGNER**, 10/2003 – 7/2009
 - part of an in-house design team for a leading puzzle and board game manufacturer
 - refine inventor submissions for production
 - conceptualize and create online demos of board games
 - develop package identities for popular licenses (Disney, The Simpsons, Audubon)
 - collaborate with vendors about printing techniques, paper supplies and game pieces
 - create ads and invitations for promotional events
 - retouch and color correct images
- **UNIVERSITY AT BUFFALO, INSTRUCTOR OF RECORD**, 8/2007 – 7/2009
 - create curriculum and syllabus for an introductory level Digital Design course
 - foster an environment for students to learn basic design concepts in Photoshop, Illustrator and Flash
 - design and organize a catalog documenting the work of the current MA and MFA students
- **CANISIUS COLLEGE, MULTIMEDIA SPECIALIST**, 8/2006-6/2007
 - assist with various design classes with the Digital Media Arts program
 - teach students technical skills in various design programs
 - coordinate work study students for the department's computer lab
 - organize first annual Digital Media Festival
 - curate and organize department's gallery show and opening
- **BUFFALO STATE COLLEGE, ADJUNCT PROFESSOR**, 8/2006 – 12/2006
 - teach and develop project briefs for an upper level 3-D computer illustration course using Lightwave

● **THE PARTNERSHIP, LTD., GRAPHIC DESIGNER, 5/2002 – 10/2003**

- one of three designers that support numerous national accounts for one of the top ten advertising agencies in Western New York
- participate in client and staff meetings to offer recommendations and insight on projects
- develop corporate identities, point of purchase materials, and various print advertisements
- strong focus on major retail accounts (Pizza Hut, Dunn Tire, Coca-Cola)
- created mock-ups and other materials for presentations
- retouched photos
- designed point of purchase materials and logo concepts

EDUCATION

MASTERS OF FINE ARTS in Visual Studies with a concentration in Emerging Practices from the University at Buffalo, 2009

BACHELOR OF FINE ARTS in Communication Media from Buffalo State College, 2003

STUDY ABROAD PROGRAM at Manchester Metropolitan University in England, 2001-2002

AWARDS AND ART SHOWS

● **MFA GRADUATE THESIS, STREET GAME SMARTS – MOVE IT!**, 4/2009 and 5/2009

● **UNDECIDED – GROUP GALLERY SHOW**, 2/2008

● **TANGENTIAL REFORM – GROUP GALLERY SHOW**, 10/2008

● **BUFFALO STATE FACULTY SHOW**, 10/2006

● **MARIE DELLAS CREATIVE ACHIEVEMENT AWARD**, 5/2003

● **SPIRITUALITY – ART INSTALLATION AT MANCHESTER METROPOLITAN UNIVERSITY**, 2009

COMPUTER KNOWLEDGE

● MAC and PC background

● Adobe CS5.5: Illustrator, Photoshop, InDesign, Flash (basic ActionScript 3), Fireworks, and Dreamweaver

● QuarkXpress

● Audacity

● Microsoft Word, Powerpoint, and Excel

● Strata 3D CX 5.5