

CAREER SUMMARY: Demonstrated accomplishments and proven leadership skills in interactive media, web and mobile development, digital publishing, project management, and digital arts.

PROFESSIONAL EXPERIENCE

Head of Technology (11/12 – present), Director of Interactive (10/08 – 11/12)

Trailer Park, 6922 Hollywood Blvd., Hollywood, CA 90028

- Responsible for interactive development projects for clients including Warner Bros, FOX, Apple, Microsoft, Disney, Toshiba, Netflix, and others.
- Supervised teams of producers, developers and designers (as well as hands-on development) of websites, casual games, rich media advertising, mobile applications (iPhone) and social media applications.
- Responsible for all phases of the project – pitch/concept, prototyping, budgeting, UI/UX, development, deployment and maintenance.
- Developed proprietary tools and workflows to enable high-volume digital publishing operations for Apple (iBooks), Amazon (Kindle) and B&N (Nook).
- Technologies employed include HTML5, CSS, Javascript/jQuery, PHP, SQL, XCode, Flash, as well as most common web frameworks and CMS systems.
- Recruited staff for the development and production teams.
- Interfaced with internal and external development teams (including contract negotiation for external developers).

Director of Interactive and New Media 1/07 – 10/08

iCandy Interactive, 3330 Cahuenga Blvd., Los Angeles, CA 90068

- Responsible for all website and related interactive design and development for clients including Disney, Fox, Ubisoft, Warner Brothers, Hulu, Starz Media and others.
- Created and/or directed 2D and 3D game projects (console, Web, DVD and hybrid) for Mattel, Imagination Games, Disney and other clients.
- Developed advanced digital video compression techniques and production pipelines for high-volume encoding.
- Developed innovative scripting tools to aid in production of advanced DVD and Blu-ray content (Java).

Vice President, Creative Development 2/00 – 01/07

Vendare Media (an idealab company), 2101 Rosecrans Ave., Suite 2000, El Segundo, CA 90245

- Responsible for all creative direction and game development for the Company as it grew from a startup to over 175 employees and \$100 million in annual revenue.
- Designed / developed the Company's top-100 Media Metrix® game sites of the Web 1.0 era: *Uproar* and *Jackpot.com*.
- Developed the Company's internal customer acquisition marketing and creative initiatives (annual budgets in excess of \$4 million).
- Recruited and trained creative staffs for the parent company and several startup subsidiaries.

Art Director 10/97 – 2/00

Aristocrat Technologies 3300 Birtcher Drive, Las Vegas, NV 89118

- Responsible for the design and development of creative assets utilized in all gaming products; including 2D and 3D art pipelines, integration with programming teams, and project management.
- Developed real-time, interactive animations for plasma signage using 3D and 2D tools.
- Supervised a large staff of designers and production artists.

Agent, Hearings Officer 7/85 – 10/97

Nevada State Gaming Control Board 555 E. Washington Ave, Las Vegas, NV 89101

- Reviewed electronic gaming equipment for compliance with regulatory standards.
- As a Hearings Officer, reviewed and adjudicated cases involving gaming disputes and work permits.
- Prepared reports and recommendations for the highest levels of State government.
- Performed financial investigations and audits of licensed casinos.

Other Professional Activities

- As an independent consultant, developed and/or produced games, animations and other interactive media for Disney, Miramax, Starz and other clients.
- Contributing writer, *Game Developer Magazine*.
- Guest lecturer, Art Institute of California-Los Angeles
- SIGGRAPH Advisory Committee member (2006-2007)
- In addition to Web technologies, proficient in 3D animation packages (Autodesk *Maya* and *3DS Max*) as well as a wide range of 2D image editing and motion graphics applications (Adobe *Photoshop*, *After Effects*, *Illustrator*), video encoding tools (*Sorenson*, *MainConcept*) and game authoring packages (*Unity*, *Director*).

EDUCATION

- B.A., University of Nevada, Las Vegas (1984)

COMMUNITY INVOLVEMENT

- President, Treasurer: Candlelighters for Childhood Cancer, Las Vegas
- Founding Web Developer: The Musella Foundation for Brain Tumor Research

REFERENCES

- Available on request.