

QUALIFICATION SUMMARY

A creative digital media designer with an strong emphasis on organizational and technical skills with a high attention to detail.

EMPLOYMENT

Department Assistant / Teaching Assistant

EX'PRESSION COLLEGE FOR DIGITAL ART

July 2009 to Current

Department Assistant to the Game Art and Design program directors, responsibilities:

- Collecting, preparing, and designing files for in class examples, on campus displays, marketing and promotional events such as GDC.
- Server file management and backup.
- Coordinating deadlines with students and other departments.
- Host presentations for the AVE and GAD departments at Open House events.
- Represented the Game Arts department at special events including the Student Showcase, GDC, and Emeryville Chamber Of Commerce mixer.

TA for General Education classes as well as production classes, responsibilities:

- Recording and editing lectures for online classes.
- Helping students with Adobe After Effect, Illustrator, Dreamweaver, Photoshop, Flash, Media Encoder, and Apple's Final Cut Pro.
- Critiquing design and overall aesthetics of student projects.

Game Designer / Artist / Lead Tester

SAY DESIGN / SAY WE ALL GAMES

Dec 2007 to July 2008

Initially hired as the lead company tester for all projects. Was promoted to game designer and artist within two months. Worked on 11 titles, shipped 7.

Game Designer responsibilities:

- Creating and pitching game concepts and ideas for new games.
- Writing design documents and balancing game play.
- Design puzzles for multiple titles and different game play styles.
- Working with programmers to ensure games match design.
- Finding creative solutions to problem areas of initial game design documents.
- Meeting with clients to receive feedback and deliver milestones or completed titles.

Artist responsibilities:

- Character movement storyboards and gif animations for a flash MMO.
- Character design concepts for multiple clients and projects.
- Art changes and updates per client and directors requests.
- User interface layouts and final artwork on multiple titles developed for the Sony Mylo.

Lead Tester responsibilities:

- Setting up and managing bug databases.
- Testing flash games and writing bugs.
- Assist game designers with balancing game play.
- Working with programmers and developers to reproduce and fix bugs.

Format Quality Assurance (FQA) Offline Software Tester
SONY COMPUTER ENTERTAINMENT AMERICA

July 2008 to Dec 2008
Oct 2006 to Oct 2007

Software Tester responsibilities:

- Assisted lead testers with managing test teams and scheduling.
- Complete TRC checklists for the Playstation consoles to verify that submissions met all SCEA standards and legal guidelines.
- Collaborate with various testing groups and individuals during test cycles.
- Daily troubleshooting of stability, progression, and completion of submitted software.
- Routine detailed analysis for cause and frequency of bugs.
- Monitoring frequency and detailing instructions for bug replication.
- Evaluate game compatibility with different peripherals (controllers, eye toy, etc).
- Test game resubmissions to accurately determine if previous bug were corrected.

Team Leader for Digital Television Team

DV GARAGE / PIXEL CORP

July 2002 to July 2004

Oversaw 7 technicians in a video production environment. Responsibilities:

- Weekly video production: shooting, editing, and compressing for CD/DVD and web.
- Writing production reports for clients & management.
- Conducting weekly team meetings.
- Providing computer software demonstrations and developing training tutorials.
- Research and development for web video production.

EXPERIENCE

- Cicada Princess (Film) - Key Grip **Jan 2010 to Current**
- VG Market (Games) - Play Tester **Aug 2010 to Current**
- Radio Shack Threes Company Ad (TV) - Grip **June 2010**
- Fun Enduro Motocross Documentary (Film) - Editor **May 2009 to Oct 2010**
- The Job (Film) - Editor for official movie trailer **April 2009**
- Apple Final Cut Pro 4 / 4.5HD Certified Trainer **Oct 2003**

TECHNICAL QUALIFICATIONS

Highly Proficient

- Autodesk Maya - Unreal Development Kit - Crazy Bump - iWorks / Office
- Video Compression - Display and Print Standards - OSX and Windows
- Adobe: Photoshop, Illustrator, Dreamweaver, Flash, After Effects, Media Encoder
- Apple: Final Cut Pro Certified, Quicktime Pro, Compressor, DVD Studio Pro

Familiar

- Adobe: Acrobat, InDesign - HTML / JAVA - Actionscript 2.0 / 3.0

EDUCATION

Ex'pression College for Digital Arts, Emeryville CA

Dec 2008 to May 2011

Bachelor of Applied Science in Game Art and Design

Foothill College, Los Altos CA

July 2006 to June 2008

General Education and Graphics Design

Academy of Art, San Francisco CA

Fall 2000 to Spring 2002

3D Design and Film