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**I am an interactive creative lead and media-agnostic graphic designer with pixel-perfect attention to detail and over 15 years industry experience.**

**I strive to produce elegant & seamless design solutions, where the message is key and form follows function.**

**I can:**

- Conceptualize, design and execute for print, web and motion graphics;
- Interact with clients and interface with programmers;
- Manage designers, copywriters, production artists;
- Create high quality visual solutions;
- Develop integrated campaigns across media.

**I am:**

- An effective and efficient communicator, with strong verbal and written communication skills;
- Fluent in interactive design principles and standards.

**I have:**

- A strong sense of page layout, composition and color;
- A solid understanding of the importance of deliverables, schedules and budgets.

**WORK**

**Design Consultant  
2008-Present**

As a freelance designer, my principal clients are San Mateo County Economic Development Association, HyperArts, and Zoomedia. Through Zoomedia, I have created web and print designs for Regeneron, Medtronic, Tesaro, Jennerex, Geron, and Seattle Genetics. I designed sites for several UCSF medical departments, UC Press and others via HyperArts. For SAMCEDA, I consult on web site decisions and design as well as produce their marketing materials for annual events.

**Design Director, Zoomedia, Inc.**  
**1997-June 2008**

Zoomedia is an interactive agency focused on life science clients working in biotech, medical devices, diagnostics, patient advocacy and venture capital. I worked for Zoomedia for over eleven years, first as a Designer, then an Art Director, and then as the Design Director. My primary responsibility was the oversight of the Design and Production staff in the creation and delivery of high quality work for biotech and healthcare clients. Other responsibilities included:

- Establishing conceptual and stylistic direction of projects encompassing corporate and product web sites, branding, print and interactive pieces.
- Attending client meetings, project kickoffs and design presentations. Was responsible, with the Sales team, for presenting work to clients.
- Writing creative briefs
- Serving as design lead on projects as needed
- Working closely with Production and Engineering teams to ensure design integrity through QA and launch.
- Handling the day-to-day management of the creative team, including hiring, performance reviews, vacation requests, mentoring and other human resource issues.
- Hiring and supervising work product of freelancers
- Collaborating with Creative Director and Studio Manager on studio processes
- Assisting Sales department with planning and creation of agency promotional materials.

**EDUCATION**

B.F.A., Digital Media and Painting  
San Francisco Art Institute

B.A., cum laude, Arts & Humanities  
Colorado State University

**SOFTWARE**

Adobe Creative Suite: Photoshop, InDesign, Illustrator, Acrobat, Flash, AfterEffects  
Microsoft: Word, PowerPoint