

about me

hello! I'm a skilled and enthusiastic designer. I've spent my career working directly with engineers, gamers, and human interface designers making fun and useful things. Within small groups, I've been able to bounce ideas off these interesting people and in turn absorb some of their brilliant quirks. As a trained 3D animator challenged to make 2D interfaces and graphic designs and crisp packages of work for Apple, I have an individual perspective. And the best part about working all these years for Apple is the electric attention to detail that seeps in to your designs, pixel-perfect and clean.

work experience over the eons

August 2010 - Present
Apple Inc. / 3D Artist / Cupertino, CA

"I returned to Apple after freelancing, and began working under the iOS umbrella for the Game Center team. The iOS team at Apple is the dream team; the exciting, top speed race to produce the new features that everyone craves. My role is extremely unique: I was brought in to help design Game Center assets, and later began helping other groups with their top-secret needs."

Accomplishments

- Worked with external contractors to conceptualize illustrations
- Created 2D and 3D designs interpreting contractor ideas
- Collaborated with engineering teams to test capabilities of projects on iOS devices
- Helped guide tools based off designer needs, to make future production smooth
- Conceptualized future features while respecting established interface precedents
- Utilized contractor 3D data to make meshes and hero shots to test with
- Created unique meshes and hero shots to exemplify the mood and tone of future projects
- Designed visuals for testable Game Center apps, with the intent of being both usable and pretty
- Learned how to play massive board games with my coworkers

Disciplines

Animation, character and set modeling, UVs, rigging, lighting & rendering, effects, human interface, UI, icon design, prototyping, pixel-perfect vector shapes, crisp Photoshop effects, efficient automation

Software

Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Apple Shake, LiveView, proprietary tools

2009 - 2010

Freelance / 3D Artist / San Francisco, CA

"After leaving Apple, I had a year of development as a freelancer. Freelancing is difficult and fun at the same time; you either have ultimate control, or you may pick up projects that don't light the fire under you. Working to learn new disciplines in my spare time helped me stay excited."

Accomplishments

Conceptualized and create 3D / 2D artwork

Wrote tutorials for Cgtuts+ (cg.tutsplus.com)

Collaborated on app development

Honed 3D skills and explored other artistic interests, such as web design and heavy rendering

Explored San Francisco in her foggy greatness

Realized I am much more allergic to the two cats when I work from home

Disciplines

Animation, character and set modeling, UVs, rigging, lighting & rendering, effects, UI, writing, web development

Software

Autodesk Maya, Adobe Photoshop, Apple Shake, Apple Motion, Final Cut Pro, Adobe Illustrator

Titles

Newtonize / Effectively Use Constraints to Rig Non-Spherical Eyes in Maya / How to UV a Character in Maya

February 2010 - April 2010

Apple Inc. / 3D Artist contracted / San Francisco, CA

"I was a principal designer conceptualizing and creating 3D & 2D assets for the same team I would later join full time. For the project, I telecommuted and collaborated with designers all over the country (and at Apple HQ in Cupertino). Later, I worked with engineers to streamline our production process. I helped clean up work from other contractors that wasn't crisp enough."

Accomplishments

Produced high volume of assets in both 2D & 3D

Used proprietary tools to ensure assets were prepared and clean for proprietary app

Rebuilt messy assets so overall project is neat

Created conceptual meshes for possible future themes

Practiced collaborating heavily via network and iChat

Tried to keep embarrassing typos to the minimum

Disciplines

Modeling, UVing, rigging, lighting & rendering, prototyping

Software

Autodesk Maya, Adobe Photoshop, Adobe Illustrator, proprietary tools

2007 - 2009

Apple Inc. / 3D Artist / Cupertino, CA

“After graduating college, I joined Apple to design assets for the first set of games playable on iPods and iOS devices. When I started, only the iPhone existed. Our team was an extremely unique group, somewhat like a startup within the reach of a huge company with many resources. We all bonded together with our love of gaming, and were excited to bring games to these things that screamed play with us! The iPod and the iPhone were never intended as gaming devices when they debuted, and we helped shape them into the addiction they are today.”

Accomplishments

Conceptualized and created 3D & 2D game artwork, such as backgrounds, game pieces, game boards, characters and character animations, HUD elements, UI

Prototyped many game designs to take advantage of device capabilities

Conceptualized a social gaming arena and fleshed out ideal social gaming design features

Learned about limitations of input device and how that informed design decisions

Worked with device limitations to produce best-looking artwork possible within framework

Upgraded from a Razr to an iPhone when the iPhone debuted, and nearly died with joy

Road-tripped across the southern US to start my life in San Francisco

Disciplines

Animation, character and set modeling, UVs, rigging, lighting & rendering, effects, UI

Software

Autodesk Maya, Adobe Photoshop, Apple Shake, Apple Motion, Final Cut Pro

Summer 2006

Apple Inc. / 3D Artist Intern / Cupertino, CA

“What a rad summer. During my junior year of college, I was recruited as the first intern at Apple from our school. However I was followed quickly by a graphic designer who still works at iTunes today, and we became summer roommates and good friends. This job taught me about attention to detail, about working and collaborating with engineers and producers, about thinking like the user who might be sitting on the bus on the way to work using your product, about pushing the limitations of your device, about the structure of a

big company, and much more.”

Accomplishments

Assisted with 3D & 2D game artwork, such as backgrounds, characters, and animations

Learned about real-world production

Met many interesting and exacting people of different disciplines

Gave a presentation regarding my summer work to a conference room of execs

Absorbed the care and detail that goes in to every product at Apple

Maybe played Edward Fortyhands

Disciplines

Animation, character and set modeling, UVs, rigging, lighting / rendering

Software

Autodesk Maya, Adobe Photoshop, Apple Shake

education four years of awkward nude models

2003 - 2007

Ringling School of Art and Design, Sarasota, FL

Bachelor of Fine Arts / Computer Animation / May 2007

Best of Ringling, Spring 2006; Glass Scholarship, Spring 2006

bits and pieces

Software I use and abuse

Autodesk Maya, Apple Shake, Adobe Photoshop, LiveView, Adobe Premiere Pro, Adobe Dreamweaver, Adobe Illustrator, Motion, Final Cut Pro, Autodesk Mudbox, LiveView, iLife/iWork, Microsoft Office

Disciplines I'm disciplined in

Modeling, UVs, texturing, animation, lighting & rendering, compositing, storyboarding, rigging, Collada, prototyping, pixel-perfect vector shapes, crisp Photoshop effects, efficient automation

Extracurricular inspirations

Ladies Brewing Club: San Francisco Chapter, volunteer: SFMOMA / Cartoon Art Museum / COMICCON, attendant: MacWorld / WWDC / GDC, feedly rss sparks, Vimeo animations, Flickr and Google image trolling, 80s comic books from my brother, walking through San Francisco, dreaming about my future El Camino

Favorite things

Toy Story, Flushed Away, Secret of Nimh, Wall-E, Spirited Away, Dark Castle, Donkey Kong Country, BioShock, Mirror's Edge, Super Mario Galaxy, Mad Men, Buck Rogers Man of the 21st Century, Cribbage