

## Summary

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With roots in traditional design and a passion for technology I have always been interested in the way people interact on the web. As a User Interface designer my goal is to take complicated user interactions and reduce them to their simplest form.

## Experience

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APRIL 2011 - PRESENT

### Game Theory llc.

*Hauppauge, NY*

**Position: Visual/UI Designer**

Responsible for designing and building user interfaces, web and mobile applications, and standards compliant websites.

JUNE 2008 - APRIL 2011

### ICVM Group

*Mattituck, NY*

**Position: Web Designer**

- Responsible for developing brand guidelines, visual identity systems, websites, and marketing materials for a variety of clients ranging from local start-ups to international businesses.
- Manage projects from initial design inception through launch.
- Worked closely with a small development team to create and deliver pixel perfect designs and user experiences.
- Managed outside freelancers.
- Design of full feature websites, including the use of html, flash, jquery, javascript, and coldfusion while understanding web standards.
- Developed workflows to streamline performance within a team.

AUGUST 2006 - JANUARY 2007

### SpotCo : Theatrical Advertising

*New York, NY*

**Position: Intern Graphic Designer**

Responsible for working with other designers on advertising campaigns for various Broadway shows, as well as various other entertainment Industry projects. Designed for print and web

## Education

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FALL 2004- SPRING 2008

### Purchase College: School of Art+Design

*Purchase, NY*

BFA in Graphic Design

## Software Skills

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Accustomed to both Windows and Mac OS X operating systems.  
Adobe: InDesign; Photoshop; Dreamweaver; Illustrator; Acrobat; Bridge; After Effects; Device Central  
Web: HTML(5); JQuery; CSS(3); Flash  
Microsoft: Word; Excel; PPT; Outlook  
Other: 3DS Max, Thunderbird, All web Browsers