



ACCOUNTS SERVICED

Chase Bank	Sprite Mobile	AMD
American Airlines	Windows Phone 7	Zynga Austin
Nationwide Insurance	Sony Music Entertainment	Hoovers
Verizon Superpages	Fossil	Paypal
Discover Network	Texas Instruments	The Venetian Hotel
Exxon-Mobile	Texas Tourism	Sabre
Chevron	Disney	The American Heart Assoc.

EXPERIENCE

Freelance Art Director

New York, NY • 11/2010 to present

From IA, to concept and design, the goal is to walk into any situation, conduct meaningful dialogues and craft engaging experiences - digital, mobile, and beyond. ■ Recent agency/clients include: T3NY/Chase OA and digital business, mcgarrybowen/Chevron digital business, Sony Music Entertainment/various artist sites & OA

Art Director, T3 / The Think Tank

Austin, TX • 09/2009 to 11/2010

Create engaging digital experiences and online advertising ■ IA, concepting, design and managing execution of accessibility compliant site and interactive demo, concepting and execution of online advertising on the Chase business, as well as concepting digitally focused pre-launch campaigns for Windows Phone 7, and assisting pitching (and subsequently winning) the Sprite Mobile business

Art Director, Zynga Challenge Games Austin

Austin, TX • 09/2009 to 11/2010

Provide interactive creative & graphic design support for all game product teams, including in-game graphics and game GUIs ■ Daily heavy-lifting UX design ■ Create interactive solutions such as sites, microsites, demos and more, from start to finish for New Games Team ■ Lead all phases of the design process from Information Architecture and wireframing, to concept and design, through execution ■ Implemented a standard creative process for all interactive design projects moving forward.

Art Director, Springbox, a DG Fastchannel Company

Austin, TX • 09/2007 to 11/2008

Assist Creative Directors in building a strong team of designers & writers, lead junior staff and serve as their mentor ■ Create engaging interactive experiences, presentations, and advertising ■ Spearhead efforts to make the agency creative team innovators and respected industry leaders within the local community and beyond ■ Specifically responsible for AMD & Disney work, assisted Dell team when needed, & a strong contributor to agency pitches.

Art Director, t:m Advertising, an Interpublic Group Agency

Irving, TX • 10/2004 to 09/2007

Direct and collaborate with team of writers, designers & producers to create exceptional, award-winning traditional campaigns, e-communications and interactive experiences ■ Concepted, designed & storyboarded work for the SuperPages.com account, American Airlines, and Nationwide Insurance. Assisted on other agency accounts as needed ■ Participated in and frequently lead internal and client presentations

Art Director, Texas Instruments Branding & Communications Dpt.

Dallas, TX • 6/2003 to 10/2004

Developed 2004 Back To School "Fully Loaded" Campaign ■ Direct Mail layout, design and pre-press ■ POP & Trade Show display graphics ■ Multi-media software & Interactive concept & design ■ Creative lead in developing online portal for

EDUCATION, ACTIVITIES & CONTINUED STUDIES

Southern Methodist University • Dallas, TX • Bachelor of the Arts, Creative Advertising 08/2002
Temerlin Advertising Institute for Education at SMU, Dallas, TX. Related minor is English / Lit.

Regents College • **British Account Planning & Global Marketing** • London, England 08/2002

Northlake College, LAMP Program • Irving, TX • Linux Installation & Administration Certification 10/2005

Figure Drawing • Ometz Studios (Dallas, TX), AAVA & Dr. Sketchy (Austin, TX) 06/2004 to present

Private studies in Classical Guitar & Flamenco • Austin, TX 03/2010 to present

Contributing Writer • **The Austinist** (A -ist Media Publication) www.austinist.com 08/2010 to 12/2010

SKILLSET & SOFTWARE MASTRY

- Expert knowledge of Adobe Creative Suite programs including Photoshop, Illustrator, Fireworks, Dreamweaver, InDesign, and a comprehensive working knowledge of concept & design for Flash, CSS, HTML 5, JQuery, Adobe FLEX & AJAX
- Kees abreast of current design standards for Traditional & Digital Media, including IA, UX and digital accessibility standards
- Pre-Press & basic digital production
- Handskills incl. Illustration, Sketching/ Drawing & Painting

What is a damn fine Art Director?

She breathes ideas like she sees colors and the question "What if" keeps her awake most nights.

Part experiment, part experimenter.

She is inspired by the brilliance surrounding her and thrives on the challenge of seeing good ideas through to fruition.

She focuses a good deal of her energy on strategy - working smarter, as opposed to just getting a job done - giving excellent form to excellent function, producing damn fine creative.