

SUMMARY

I am a seasoned, versatile and empathetic designer who is client-driven and works hard to identify the needs and goals of a project. As an accomplished designer in both print and digital media I am excellent at juggling fast paced projects and communicating effectively with internal staff and external partners.

SKILLS

- Responsible, proactive, reliable and perceptive designer
- Excellent written and verbal communication skills
- Outstanding at time management
- Qualified supervisor and mentor to junior team members
- Expert level knowledge of latest Adobe Creative Cloud programs
- Ability to deliver production ready mechanicals for both digital and printed media
- Skilled at Microsoft Powerpoint and Excel
- Comfortable using digital photo and video equipment and art directing photo shoots
- Discerning eye for design trends
- Ability to see the big picture and be a strategic thinker and creative problem solver

EDUCATION

RHODE ISLAND SCHOOL OF DESIGN
BFA Illustration

EXPERIENCE

HBO LICENSING AND RETAIL – NEW YORK CITY

August 2011 - CURRENTLY

Lead designer responsible for **licensing style guide development, packaging design, product graphics, promotional key art, retail displays and signage, print and digital advertisements, pitch decks, press kits and marketing collateral**. Provide efficient and impactful in-house design services to all groups within the Licensing and Retail team. Ensure that HBO programs such as *Game of Thrones* maintain brand integrity and a high-quality visual representation across multiple retail opportunities. Work directly with outside vendors on the development of on-brand licensed products, point-of-sale displays and shop windows. Coordinate with other HBO teams to obtain creative assets for our partners and to execute social media based retail promotions.

INDEPENDENT CONTRACTOR

December 2007 - September 2014

Delivered successful design solutions to a variety of clients including the companies below.

• HASBRO, INC. – PAWTUCKET, RI

Style guide development for strategic **licensing programs** of brands that include *Mr. Potato Head, Tonka, My Little Pony, Play-Doh, Baby Alive and Transformers*. Style guide development includes designing brand centric yet trend-forward graphic badges, patterns, icons, and illustrations. It also requires organizing these new assets in a user-friendly way to enable licensees to apply the artwork to their products.

• DREAMWORKS ANIMATION – GLENDALE, CA

Designed branded **apparel and accessories** for licensed entertainment properties and created elegant **marketing decks**.

• DISNEY PUBLISHING – NEW YORK CITY

Designed **book covers, branded title treatments, and interiors** for a variety of Disney brands including *Baby Einstein, Handy Manny, Disney Baby, and Playhouse Disney*. Worked with Disney's editors to design novelty products such as puzzle books, bath books, lift-the-flap books and touch-and-feel books.

• HBO.com – NEW YORK CITY

Created visual content for the 2010 redesign of **HBO.com**. Once the new site was live, managed daily visual content updates for **web, mobile, and social media platforms** showcasing the programming and strengthening HBO's brand presence.

• THE MADHATTER – WASHINGTON, D.C.

Art directed and managed installation of interior artwork in this 3,000 sq foot restaurant. Commissioned original works and hand crafted creative installations like the popular "upside down room."

• SCHOLASTIC – NEW YORK CITY

Art directed a team of creative professionals on a licensing **style guide** for *WordGirl* which included original character art, a packaging program, badges, patterns, and product concepts. Designed **trade show booths** for licensing show and developed style guide supplements for the Scholastic properties *Clifford the Big Red Dog* and *Maya and Miguel*.

CLASSIC MEDIA – NEW YORK CITY

March 2006 - November 2007

Senior designer for this international children's entertainment company which is now known as **DreamWorks Classics**. Responsible for all creative deliverables for key brands such as *Lassie, Gumby, and George of the Jungle*. Responsibilities included directing outside agencies in the development of style guides and websites as well as hands-on design of DVD packaging, advertisements, promotions, press-kits and event graphics.

MECCA STUDIOS – NEW YORK CITY

August 2000 - February 2005

Principal designer/illustrator for the *Baby Einstein* franchise. Responsible for character design, development of print and web-based branding style guides, and designing and illustrating over fifty *Baby Einstein* books. Other projects included promotional materials for *Radio City Music Hall*, branding for *Sirius Satellite Radio* and various marketing materials.