

INTENT

My current objective is to become a key player in a rabidly creative team. Being primarily self-taught & self-employed has developed me into a multi-faceted media artist accustomed to taking projects from conception to completion. I work extremely well independently & under pressure. I function very effectively as a creative & art director, designer, animator, video editor, photographer & project manager - however interactive design has been my forte. Art directing for Pixel Farm, & designing for Thomson Reuters enabled me to be engaged in very large, high profile projects. Consequently, I've learned to work well as a both a member & leader of a team. I understand the trust needed in delegation, as well as how to keep the creative process productive. My capacity for creative thought, perceptive intuition, communication skills, resourcefulness & very diverse skill-set are my greatest strengths.

EXPERIENCE**"THEY": film & design** 1999 - Current Mpls, MN

Executive Creative Director/Producer

Having been in the industry for several years there's hardly a venue of design & advertising I've not had my hand in at some point. This has required me to become a creative hydra. I've personally written, produced, shot & edited various videos & animations, designed entire magazine publications, billboards & print campaigns, as well as overseen every aspect of multiple Flash & database driven websites. Yet, I am still able to look at each project as though it's the first time. I'm proud to have delivered a wide range of services to a varied & growing list of satisfied clients.

Thomson Reuters Mar. - Aug. 2009 Eagan, MN

Interactive Designer - WestlawNext.com

During my 6 mo. contract I was 1 of 5 designers working on a ground-up redesign of the flagship legal research product - Westlaw. The monolithic site pulls from over 10,000 databases & had a budget of \$80 million. I learned hardcore Interaction Design & much more.

Pixel Farm 2006 - 2007 Mpls, MN

Multimedia Artist/Art Director

During my time there Pixel Farm Interactive doubled in size as we ventured into new waters. One of my specific goals while there & in our industry in general is to bridge the gap between interactive & broadcast as a pioneer of new media convergence by using 3D, Flash, Video, & other high production values to deliver an immersive interactive experience.

CLIENTS

Best Buy, Channel Z, CNN, Dino's Gyros, Garmin, General Mills, GMAC, Land O' Lakes, MN Film & TV Board, Macy's [Glamorama], Marquette Plaza, Medtronic, NASCAR, Porsche, Sample Circuit, Slumberland, T-Mobile, Thomson Reuters, U.S. Bank, Volt Studios & more.

REFERENCES

Jeff Strobl	Andy Manthei	Chris Grap	Andy Davis
Pixel Farm	Manthei Design	MN Film & TV Board	Rad Designs
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EDUCATION**M.C.A.D.** 1999 - 2002 Mpls, MN

Pursued Double Major in Filmmaking & Graphic Design with a Minor in Comic Illustration