

EXPERIENCE
clients listed in italics

SOLE PROPRIETOR, WONDERTWIN 2004+

Crafted solutions for clients spanning Fortune 500's to local businesses. Led design teams to create unique user experiences and interactions leveraging 15+ years of experience. Designed websites, mobile apps, kiosks, site architecture, identities and collateral. Granted patents for innovation. Won awards for design excellence. Mentored designers and educated clients. Balanced the books and managed budgets. Kept clients involved, focused and happy. Remained driven, diligent, punctual, respectful and reasonable.

AARP, Addison, Allscripts, Bank of America, Behavior Design, Comcast, Condé Nast, The Daily Beast, Deloitte, Garden & Gun, Glamour, Goldman Sachs, Hearst, McGraw-Hill, Johnson & Johnson, MoMA, National Geographic Magazine, PaceWildenstein, PGi, Plum TV, Sequel Studio, Thomson Reuters, Union Plus, Wolters Kluwer

ART DIRECTOR & SENIOR INTERACTIVE DESIGNER, WEYMOUTH DESIGN 1999-2004

Oversaw project development from concept through completion. Worked directly with clients including Acushnet Marketing Team, Corning Senior Management and executives from Bradford, Millipore and Vanderweil. Managed teams of designers and database engineers in the creation of web sites, Flash applications, web-based applications, internet marketing initiatives, kiosks and CD-ROM development.

Bacou-Dalloz, Bradford Soapworks, Cobra Golf, Corning, Courier, Mead Paper, Millipore, Pinnacle, Scotty Cameron, Titleist, TJX, Vanderweil Engineers, Zildjian

PRINT DESIGNER, OBERLANDER DESIGN 1998-1999

Designed, managed and oversaw production for brochures, collateral materials, magazines, packaging and posters.

Albany Law School, Alvin Ailey American Dance, The Lincoln Center, New York City Ballet, Telarc Records

INTERACTIVE PROJECT MANAGER AND DESIGNER, MARTINO FLYNN 1998

Launched the interactive division at Martino Flynn. Designed, programmed and produced the first two major projects, both interactive CD-ROMs.

Kodak, Xerox

EDUCATION

B.S., STUDIO ART, SKIDMORE COLLEGE 1993-1997

Concentrations – Drawing and Graphic Design

ROLES

Interactive / Mobile / Identity Designer, Project Lead, User Experience Advocate, Information Architect, Strategist, Design Mentor, Beer Brewer, Average Runner, Small Business Owner, International Traveler, Daring Doer, One-time Improv Actor, Patented Thinker, Crossword Addict, Problem Solver, Identical Twin

REFERENCES

AVAILABLE UPON REQUEST.