

Diving deep to uncover solutions to complex problems

> WORK EXPERIENCE

June 2015
— Present

DIALECT INC., San Francisco
Contract Employee

Create **rich digital solutions** for content on mobile devices.
> Employ HTML and CSS in creating magazines and other long-form content that sustain the reader's interest.

November 2003
— April 2014

FUTURE US INC., South San Francisco
Art Director

Directed the design of Macintosh publications.
> In 2007 created the **extremely successful** *MacLife* magazine, attracting readers with a new look for covers, design, photography, and features stories.
> Innovated new styles for photography and illustration.
> Improved scheduling, staff, and budgets.

April 2000
— March 2003

BUSINESS2.0 MAGAZINE, San Francisco
Art Director

Led the art team of this top bimonthly business magazine. Our goal was to make complex business concepts clear to our readers; **doing so earned us their dedication**.
> Successfully oversaw the work of four designers.
> Devised schedules and work flow, a challenge for a magazine publishing **over 300 pages every two weeks**.
> Assigned photography and illustration under tight deadlines.
> Created dynamic information graphics from complex data.
> Oversaw a style "guidebook" **which strengthened our brand**.

> EDUCATION

March 2015
— May 2015

GENERAL ASSEMBLY, San Francisco
Graduate—UXDi Immersive program

Employed UX strategies and tools in order to solve business and customer problems. These included: subject interviews, user flows, affinity maps, sketching, iteration and the creation of testable prototypes. Since successful UX practice hinges on empathy, our approach centered on the user's experience.

April 2012
— November 2012

CALIFORNIA COLLEGE OF THE ARTS, San Francisco
Graduate—Leading by Design program

Studied User-Centered Design and applied it to meaningful personal projects.

B.F.A., PAINTING, [San Francisco Art Institute, San Francisco](#)
A.A. GRAPHIC DESIGN, [Parsons School of Design, New York](#)

> UX SKILLS

User research
Usability testing
Wire frames and prototyping
Information architecture
Rapid prototyping
Visual design
Presentation design

ART DIRECTION SKILLS

Project management
Concept and ideation
Project scheduling
Design and branding
Typography
Team leadership
Information graphics
Mentoring

SOFTWARE SKILLS

Deep knowledge:
Adobe Photoshop
Adobe InDesign
Adobe Illustrator
Good working knowledge:
Adobe Muse
Sketch
Omnigraffle
inVision
HTML/CSS

> OTHER LEADING INTERESTS

Writing and content
Reading (politics, fiction)
Photography
Cycling
Urban exploration