



## Visual Designer working with Microsoft on Mixed Reality Applications.

### Released Products

D365 Product Visualize  
Game of Thrones  
The Walking Dead: Season 2  
Tales From The Borderlands  
The Wolf Among Us  
Halo 4  
Full House Poker  
Crackdown: Project Sunburst  
Nike+ Kinect Training  
New Xbox Experience

### Education

Western Washington University  
Bachelor of Fine Arts; 2008  
New Media & Graphic Design

### Skills & Perks

Photoshop  
Illustrator  
XD  
InDesign  
Dreamweaver  
Figma  
Storyboarding  
Unity3D  
Maya (intermediate)  
HTML5/CSS

### Experience

#### Microsoft | Product Designer 3 (Vendor)

Redmond, WA | 2018 - Now

Formalize a visual design system with a Mixed Reality team using multiple internal design languages. Scaled the design system from a HoloLens to iOS applications. Defined the end-to-end visual road-map from sketch to ship. Assisted in user solutions including storyboarding user scenarios, translation of wireframes into high fidelity mock-ups, interactive prototypes of feature sets, and Unity3D implementation with developers. Created and maintained toolkits, styleguides, illustrations, and accessible components.

#### Wargaming Seattle | UI/UX Artist

Redmond, WA | 2016 - 2018

Worked with designers and developers to define the UI of an unreleased military combat game. Assisted in visual design solutions and strategies for menu layouts, interactions, prototypes, color palettes, typography, and iconography.

#### Telltale Games | UI/UX Artist

San Rafael, CA | 2013 - 2015

Released award winning episodic story games for multiple platforms and languages. Menu and HUD visual design: Typography, Iconography and Layouts. Interface authoring in a proprietary 3D toolset.

#### 343 Industries | UI/UX Artist (Vendor)

Kirkland, WA | 2011 - 2012

Released Halo 4. Art, design, and animation for various HUD features. Created all reticles weapons and vehicles from sketch to ship. Responsible for the creation, implementation, and curation of in-game iconography.