

employment

BBDO • Interactive Design Lead • Oct 2017 - Present

Returning to BBDO, I took a role as a Production Art Lead. I led the creation of countless digital and motion assets, as well as mentoring the PA's between our NY and LA offices; making sure that our gold standard of design convention is upheld between coasts. I eventually was promoted to Interactive Design Lead and (while still maintaining my production art duties,) I transitioned into a more "jack-of-all-trades" role that spans the gamut of all things digital design. In addition to existing design and animation duties, this new role also involves building out UX layouts, creation of AR filters, photo and video retouching, and creation and management of 3D assets. Notable clients include Meta, AT&T, Exxon, and Mars.

Medical Knowledge Group • Senior Production Artist • May 2017 - Oct 2017

Starting here as their first proper production employee, I helped grow the production department through the introduction of in-house production design and animation. I helped develop and outline production process and also ran workshops on programs the other designers were not as well versed in, (ie: AfterEffects.) Additionally, I doubled as the in-house UX designer and traveled quite a bit to present wireframes to clients before they moved into development.

BBDO/EG+ • Production Artist • May 2015 - May 2017

Although I initially started on the Digital Production Team at BBDO, my department was moved to the production house that is EG+. I created and prepared assets for digital production ranging from websites and banner ads to motion graphic work and social content. Notable clients included AT&T, HP, Lowes, and Footlocker.

enter:marketing • Lead Designer • November 2011 - May 2015

Starting as an intern in the fall of 2011, I worked my way up the ranks of this IT marketing company to a junior, house, and eventually lead designer role. Oversaw the production of all graphic work, (digital/print/various other mediums,) took part in client calls and creative briefs, and oversaw a handfull of junior designers throughout my tenure.

education

Marist College, Poughkeepsie NY
Bachelors in Science - May 2011
Major in Digital Media and Minor in Music
Average GPA of 3.506

Scuola Lorenzo de'Medici
Florence, Italy
Spring 2010
Studied art and design in Italy

School of Visual Arts

Took classes in Advanced Adobe AfterEffects and Cinema4d

proficiencies

While very well versed in most of the Adobe Suite, these few programs hold a special place in my heart:

