EXPERIENCE:

May 2023 - March 2024 Fox Entertainment- Los Angeles, CA Editing and Graphics-Created and delivered daily social media content for TikTok, Facebook, and Instagram. This involved editing episodes into concise, engaging videos, incorporating these edits into motion-designed templates, and ensuring the final output met the specifications of each platform. October 2023 - January 2024 Fox Sports- Los Angeles, CA Graphics and animation Vendor. Created three show packages for Fox Sports as well as graphics to populate their new 360° digital studio. January 2017 - May 2023 / November - December 2024 Apple TV-Carpool Karaoke: The Series Fulwell73 / CBS, Los Angeles, CA Graphics and animation. One-man graphics department. Graphic development. Custom 3d show opens, show packages, promos, VFX, cartoons, and social media graphics for five Emmy award-winning seasons of Carpool Karaoke: The Series. 2017 - 2020 Fulwell73 / JSA - Los Angeles, CA Facetime TV-Post Malone's Celebrity World Pong League Peacock-Ex-Rated with Andy Cohen

L

Quibi-Gone Mental with Lior Showtime-Just Another Immigrant

Graphic development and production. Show packages, stage graphics, scoreboards, and VFX.

January - February 2021 **Nike** - Beaverton, OR Design and animation. Creating videos showcasing Nikes new recycled sportsline.

September - October 2017 Blizzard / Activision- Irvine, CA Design and animation.

Design and animation for shows and commercial campaigns promoting Overwatch 2 and it's esports league.

Cnociolia

Specialized Bikes - San Fransisco, CA Direction, design, animation, and VFX.

Starting with VFX for their first large scale ebike commercial shot at downtown Universal in 2013. Show packages for mutiple youtube shows. Design and pitch books for promotion development. Lot's and lot's of graphics.

June2014 - Febraury 2015

Fuse Marketing - Burlington, VT

Direction, design, and animation.

Design and animation for Adobe, Mountain Dew, and Repreve. Live action shoots at 7/11, cell animation for Adobe. 3d animated commercial pitches and production for Repreve. Various mountain dew animated shorts.

January 2010 - July 2013

Fox Sports / FUEL TV - Los Angeles, CA Art Director

Worked closely with VP's to maintained fresh, on-brand graphics, ensuring a smooth workflow for the promo and production teams. Developed show packages for events like the Billabong XXL Awards, USSA, Octane Academy, and the Maloof Cup. Created promotional materials for premier events, including live pay-per-view UFC fights and live stadium graphics.

October 2007 - December 2009 Charlex - New York, NY

Art Director

Collaborated extensively with the creative director to craft agency proposals. Oversaw a small 5-10 people design department as well as a larger 3D department of about 15-20 people. Managed the design vision, animation, and 3D development for various prominent clients such as AT&T, Verizon, Dunkin' Donuts, Georgia Lottery, Charles Schwab, and JC Penney.

December 2005 - December 2007

Transistor Studios - New York, NY Art Director

Focused primarily on Viacom networks, creating show packages, art bumps, and music/movie promos, all while actively pursuing more lucrative advertising opportunities. I gained extensive pitching experience during this period. Oversaw a team of 5-10 animators and designers, providing direction while also contributing my own designs and animations.

January 2003 - January 2010

Brand New School. Buck. Superfad. Hornet. Hush. Trollback- New York, NY

Direction, design, and animation.

Worked freelance for dozens of studios around NYC. These are a few of my favorite ones, the shops that helped me grow as an artist.

January 2001 - January 2003 **USA Network/TRIO Network -** Jersey City, NJ Direction, design, and animation. Design promos and bugs for USA. Trio would rebrand every 3 months. I was part of a 4 person team that would

redesign and animate the entire networks broadcast package as well as create new promos.

June 2000 - January 2001 MTV Animation - New York, NY

Coloring, animation, compositing, and lipsync for 2 shows. Station Zero and Spy Groove.

Education:

Parsons School of Design - The New School, New York, NY BFA Major: Communication Design Minor: Animation

Skills:

Graphic Design. Editing. Animation. Art Direction. Branding. Social First Content. Photoshop. Illustrator. Premiere. Final Cut. After Effects. Cinema 4D.