

Interactive Design Director and Illustrator for Education, Museum, Medical, and Corporate Clients

Design Director, Unified Field, Inc. (2006-present)

- Design Director for interactive media firm, leading development of interactive exhibits, large-scale videos, app-based tools, gesture-based interactives, and branded environments.
- Manage content, storytelling, and experience goals.
- Develop interactive kiosks, experiences, and apps alongside client creative teams, curators, subject matter experts, exhibit designers, fabricators, and A/V installers.
- Work with engineering teams to define goals, build wireframes, and provide art direction for the look of programmed content.
- Design interfaces and create custom content pieces (illustrations, videos, animations, informational graphics) to maintain a visual style that is consistent with the client identity.
- Supervise internal designers and freelancers to meet visual goals.
- Contribute to proposals, budgets, concept ideation.

Selected Clients

Smithsonian's National Air and Space Museum (Washington, DC)
The Franklin Institute (Philadelphia, PA)
City University of New York Advanced Science Research Center (New York, NY)
Counterterrorism Education Learning Lab (Denver, CO)
MyCareGorithm (Watchung, NJ)
Liberty Science Center (Jersey City, NJ)
Museum of Science and Industry (Chicago, IL)
New York Aquarium/Wildlife Conservation Society (New York, NY)
Children's Museum of Manhattan (New York, NY)
NASCAR Hall of Fame (Charlotte, NC)
Hero Ventures: A Marvel Experience (Multiple Locations)
DiMenna Children's History Museum of the New York Historical Society (New York, NY)
LA County Natural History Museum Nature Lab (Los Angeles, CA)
Sony Wonder Technology Lab (New York, NY)

Multimedia Director, Sunburst Technology (1993-2006)

- Multimedia Director for company that created teacher management tools and K-8 educational multimedia, games, and supplementary materials in Math, Reading, Science, Social Studies, and Keyboarding.
- Led a team of five designers to develop, wireframe, storyboard, and design interactive media for use by K-8 students.
- Responsible for creating interface design, illustrations, animations, and supplementary printed material.
- Worked with education experts to ensure the product met pedagogical goals.
- Worked alongside engineering teams to manage budget restrictions.
- Projects include: Type to Learn, QuickMind, Learn About Science, Building Perspective, Key Skills, Field Trip to the Rainforest, Field Trip to the Sea, Learn about Science Series, Numbers Undercover, many others.

Education

University of Notre Dame, Notre Dame, Indiana
Bachelor of Fine Arts with major in graphic design, 1992

Other Work and Skills

- Freelance and volunteer work includes illustration, portrait caricature, logo design, branding materials.
- Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe Animate, Procreate