

Scientific Games - Video Marketing Art Manager 2017-2022

At Scientific Games, I serve as a creative lead manager for teams spanning multiple offices and international locations, work with vendors and platforms to maintain industry best practices, as well as create video content for digital social media campaigns. I also am involved in optimizing production systems and workflow processes, project planning and delegation, providing creative feedback and oversight, guidance, mentoring and training of staff on a large variety of industry topics, plus aiding in outreach, interviewing, and training of new staff members.

Freelance Graphic Artist / Motion Graphics Artist 2001-2020

As an independent graphic artist and motion graphics designer, I work with TV networks, production studios, ad agencies, technology companies, and clients directly on a wide range of projects. My work has included motion graphics, 3D animation, visual effects, 360° photography, sound design, video production, video editing, brand identity, illustration, print design, and UI design. I also work in education as a university faculty member, as well as through corporate training, online training, and creating video tutorials.

CBS - Freelance Motion Graphics Artist, 3D Specialist 2013 - 2017

At CBS, I was responsible for creating broadcast videos and graphics airing on CBS and CBS 2 News. Duties included creating graphics packages for national news stories, video editing, motion graphics and 3D animation for commercials, graphics for breaking news stories, and design work to rebrand the nationwide CBS graphics templates. While working at CBS I was part of a team which won two Emmy Awards.

The Art Institutes - Instructor, Motion Graphics & Visual Effects 2013 - 2016

At the Illinois Institute of Art, I taught courses in motion graphics, animation, 3D compositing, and visual effects. In my courses, students learned about topics such as animation principles, design hierarchy, green screen compositing workflow, visual effects, and overall post-production workflow. Students also gained valuable insight and training on how to navigate the creative industry.

Critical Mass - Senior Designer 10/08 - 6/10

As a senior designer at Critical Mass, I worked across multiple accounts, focusing on LVCVA and AutoTrader.com. I worked on many online initiatives including 3D animation, interactive UI design, and mobile interface design.

Leo Burnett/Starcom - Interactive Art Director 11/05 - 9/08

As an art director, I collaborated and led teams of interactive designers and developers to create strategic online and print advertising for national clients. During my tenure I was promoted from interactive designer to art director.

R. Sirko Design - Graphic Designer 9/03 - 7/05

As a graphic designer, I led projects for print, brand identity, logo design, web and interface design, motion graphics, 3D modeling, animation, and typography. At R. Sirko Design, I worked with both local and national clients.

ID Graphics, Inc. - Graphic Designer 5/02 - 9/03

As a graphic designer, I worked on print and web design, as well as many other project manager roles. In addition to design work, I was also involved in all steps of in running a screen printing press, from shooting screens to running the press.

EDUCATION

Valparaiso University B.A. Art DePaul University M.S. Cinema Production

MOTION GRAPHICS

2D Animation, 3D Animation
Visual Effects, 3D Compositing
Video Editing, Color Correction
Camera Operating
Grip / Electric

DESIGN

Graphic Design
Photography
Adobe Photoshop
Adobe Illustrator
Adobe InDesign

EDUCATION

University Faculty
Corporate Training
Online Group Training
1-on-1 Training
Video Tutorials

WEB

Desktop UI Design
Mobile UI Design
HTML 5 Banners
Design for Responsive
CSS

AUDIO

Sound Design
Sound Mixing
Pro Tools
Adobe Audition