

Ten years international advertising agency experience as **art director** and **creative director** | Ten years as creative director in **multimedia/cd-rom/Internet development** | Extensive experience developing **concepts**, proposals, 'pitch-books,' business plans, **marketing strategies**, budgets and client presentations | Staffing, teaching, instruction and training, **team leadership** and management experience | **Conceptual design, interface and environment design**, writing and hands-on production for print, **video** and **interactive media** | Fluent in most interactive production and design software.



My career has encompassed a broad range of market areas and media including multimedia design, advertising and marketing design, brand building and management and graphic design instruction. Specific market experience has included extensive hospitality, entertainment industry, b-b and b-c marketing and brand building.

In 2002, after premiering a series of video 'morph' animations at a local arts venue, my work was profiled in an Oregon Public Broadcasting documentary. This morph animation work has been featured in television commercials, web sites, art gallery shows and is showcased as a projected backdrop for rock group 'The Dandy Warhols' international live concerts 2003-2006.

Throughout 1998, worked on a series of high-profile projects for a Hollywood-based themed entertainment company. These included the STAR TREK World Tour and TITANIC: The Official Movie Tour. Working closely with Paramount Pictures and Twentieth Century Fox, designed all graphic materials from tour logos through printed merchandise, show signage, advertising and promotional materials, posters, banners and official web pages as well as some of the events' multimedia content and two 40-page souvenir programmes. After only a 10-month development period for hundreds of merchandise and promotional items, the STAR TREK World Tour opened to sell-out crowds on December 4th, 1998 in Dusseldorf, Germany. TITANIC Official Movie Tour opened the same month in London, England to equally enthusiastic crowds.

1999 - present

Creative Consultant - Designing and producing a wide variety of marketing, print, internet and video projects locally and internationally. I provide print and multimedia design services, brand consultation, digital imaging and photography for a full-time client base including World Wildlife Fund International (since 1999). I have also focused on digital photography as an additional business, creating www.hotelshots.com as a marketing platform.

I also provide creative design and marketing support for VoteGlobal.com, a not-for-profit global voting resource.

2004 - 2007

Portland State University, Portland, OR

Assistant Professor
Department of Art

While maintaining my freelance client base, taught multi-level classes in digital imaging and graphic design. Creating and implementing class curriculums and developing visual teaching presentations and demonstrations.

January 2001 - August 2001

Oswego.group, Beaverton, OR

Creative Director - Helped develop and launch new brand and asset management software and services. Responsibilities included design and production of all marketing, sales and collateral material.

February 1999 - January 2001

Start Interactive, Inc. Portland, OR

Founder/Creative Director - Start Interactive specialized in corporate e-identity, developing coordinated Internet and print branding for traditional and Internet-based businesses. Recruited and managed a team of web developers as well as leading new business development and designing online and print brand-building campaigns.

March 1996 - September 1996

Cinemar Corporation, Portland, OR

Creative Director - Cinemar Corp. developed an authoring environment for business presentation-style cd-roms. Designed their 3-D authoring environment, developed stock animations, special effects and multimedia presentations.

November 1993 - November, 1996

Off-World Communications, Portland, OR

Founder/Creative Director - Co-founded Off-World Communications in 1993 to produce a series of cd-rom entertainment titles. Produced 3 titles between 1993 and 1995; Ray Bradbury's 'The Martian Chronicles,' Isaac Asimov's 'Robot City' and 'Hard Hat,' a children's construction game.

In 1994, secured a contract to develop an original title for Japanese and worldwide markets. The title, 'Silicon Scream' was completed in 1996. Designed all 3-D environments and interactions and wrote or edited most of the scripts, as well as producing marketing and collateral materials. For 'The Martian Chronicles' and 'Robot City,' wrote adaptations from original novel to interactive adventure version.

February 1993 - November 1993

CHAOS Continuum Partnership, Portland, OR

Founder/Creative Director - Co-founded CHAOS Continuum Partnership in 1993 to produce a cd-rom title of the same name. Wrote the storyline and storyboarded and designed all the 3-D environments and interactions. The CHAOS Continuum, published in November 1993, became publisher Creative Multimedia's best-selling title for 1994 and has since generated over a million Dollars in sales and been translated for the Japanese market.

September 1990 - August 1992

Gard & Lesh/Richardson Strang Skene, Portland, OR

Art Director/Creative Director - When Gard & Lesh acquired part of the Richardson Agency in 1992, moved to that agency as creative director until the groups merged in 1993. As creative director, worked on print, radio, outdoor and television, winning a gold ADDY award for an RC Cola & Diet Rite campaign.

March 1987 - December 1989

Hill Ayton/Young & Rubicam, Nairobi, Kenya

Art Director - Clients included Colgate-Palmolive, Cadbury-Schweppes, British American Tobacco, GoodYear, and local hotel and tourism companies. Responsibilities included all aspects of advertising production from concept through layout and artwork production. Designed and produced a number of national and regional radio, television, print and cinema campaigns.

August 1985 - February 1987

A.H. Knowles Ltd. (ad agency) Manchester, England

Art Director - As art director at Manchester's oldest advertising agency, worked on a number of accounts including Granada Television and Manchester City Council.

May 1985 - August 1985

Brunnings Group (ad agency) Liverpool, England

Art Director - Clients included local tourism, car dealerships and The Beatles Museum.