

Experience

Senior Visual Designer // Slingshot Aerospace

2022 - Present

- Craft intuitive and captivating user interfaces to optimize the customer experience.
- Generate innovative product concepts using 3D modeling, animation, and video design techniques.
- Accelerate the design process and secure stakeholder buy-in by delivering high-fidelity prototypes.

Senior UI/UX Designer // Geosite

2021 - 2022

- Enhance user experience through the implementation of User-Centered Design principles and meticulous interface development.
- Drive brand consistency and visual appeal by designing compelling collateral and brand assets for both internal and external use.
- Collaborate closely with frontend and backend engineering teams to define and execute product strategies.

Art Director & UI/UX Designer // Booz Allen Hamilton

2018 - 2021

- Provide strategic leadership and management to the Aerospace Immersive Art Team, overseeing projects in training applications, including Game Development and Video Production.
- Ensure the highest standards of best practices, aesthetic consistency, and quality in all deliverables.
- Create visually stunning 2D graphics and UI assets while adhering to accessibility guidelines.
- Offer comprehensive UI/UX support throughout all phases of development and seamlessly implement assets in Unity.
- Employ Agile methodology to optimize project processes and foster collaboration.

Senior Multimedia Designer // Lockheed Martin

2015 - 2018

- Lead multimedia projects and design captivating assets (2D, 3D, Video, Animation) for the ATARS II contract.
- Serve as a project manager, overseeing multimedia programs across the organization, ensuring timely and successful completion.

Multimedia Designer // Lockheed Martin

2013 - 2015

- Develop top-tier multimedia assets (2D, 3D, Video, Animation) for international and commercial projects, maintaining exceptional quality standards.
- Leverage project management expertise and adhere to multimedia standards to consistently deliver projects on time and within budget.

Junior Multimedia Designer // Lockheed Martin

2011 - 2013

- Create high-level graphics, multimedia assets, photos, and videos for the ATARS II Contract, effectively capturing the current state of Air Force operations.
- Develop system emulators to optimize student training while keeping costs manageable.

Multimedia Intern // Lockheed Martin

2010 - 2011

- Provide valuable support in the creation of multimedia assets and Flash-based lessons for the ATARS II courseware.
- Demonstrated exceptional performance, leading to an extended internship from 2 to 12 months based on the quality of produced materials.

Production Assistant // KFCL TV

2008 - 2010

- Spearhead the direction, filming, editing, and production of television programs, showcasing expertise in motion graphics.
- Operate professional-grade cameras for live sports coverage and presentations.

Skills

Art Direction Project Management, Concept Creation, Artist Management, Creative Standard Development

Design Adobe Creative Suite (Photoshop, Indesign, Illustrator, Dreamweaver, Flash) Affinity Photo, Affinity Designer, Affinity Publisher, UI/UX, Figma, Graphic Design

Multimedia 3D Modeling, Blender, Maya, Substance Painter, Video Editing, Adobe Premiere, Adobe After Effects, Final Cut Pro, Adobe Audition, Keyshot, DaVinci Resolve

Education

Eastern New Mexico University 2011
Bachelor of Science in Graphic Design & Animation

Colorado Technical University 2015
Master of Science in Project Management

Clearance**Top Secret**