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## CAREER OBJECTIVE

I am a Senior Art Director | Art Producer, with a strong Technical Art background at IKIN, a company that is making advancements in AI, holographic visualization, AR, and VR. With over 2 decades of experience in the creative and technical fields, I have a proven track record of leading and managing diverse teams, projects, and partnerships that deliver immersive, visually stunning, and engaging solutions for various domains and audiences. Previously, I worked as a Studio Art Director | Art Producer at Cubic Corporation, where I collaborated with the DARPA, DOD, DOJ, and JSOC on several cutting-edge, interactive, game-based Unreal projects that assisted in the safety and training of our military and special force teams. Before that, I was an Art Director, Outsource Art Manager, and BD at Sony Online Entertainment, where I was responsible for establishing and maintaining high visual fidelity and quality standards for internal and external assets and environments for various games and platforms. My mission is to leverage my expertise in Games, AI, holographic, and future technology to create innovative and impactful experiences.

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## PROFESSIONAL EXPERIENCE LAST 15 YEARS

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### **IKIN Inc.**

**Dec 2021 – Feb 2024**

Studio Art Director | Art Producer | Generative AI

Making advancements in research and development of AI technology, holographic visualization, AR, and VR. Focused on strategically working with the R&D team in creatively developing new IPs, business development, and generating additional funding for the holographic hardware. Responsible for leading a team, by example in producing immersive, visually stunning environments and games for the users to interact with in an engaging, dynamic manner.

### **Cubic/Intific Corp.**

**May 2015 – Dec 2021**

Studio Art Director | Art Producer

Thinking outside the box to solve difficult real-world problems! Worked with the DARPA (Defense Advanced Research Projects Agency), DOD (Department of Defense), DOJ (Department of Justice) and JSOC (Joint Special Operations Command) on several cutting-edge, interactive, game-based projects to assist in the safety of our military and special force teams.

### **Sony Online Entertainment**

**May 2009 – Mar 2015**

Art Director | Outsource Art Manager | Art Producer | BD

Worked with the project leadership and external artists in establishing and maintaining a high visual fidelity that serves a compelling game experience. Responsibilities include an eye for quality and the ability to communicate and direct effectively toward a common goal. Work with the team, through example to create and maintain internal / external assets with guidelines for modeling, texturing, lighting and implementing environments and characters within the game. Researched, tested, built relationships and maintained a database of quality outsourcing studios. Create, negotiate and track 3<sup>rd</sup> party contracts and deliverables. Responsible for managing and running production for the art team which consisted of 34 internal artists and 35-50 external artists. Managed reviews and expectations with DC Comics and Wildstorm on a daily basis in order to maintain continuity within the franchise.

- **Ronin (Prototype)** PS3 and PC
- **DC Universe Online** PS3 and PC
- **Magic The Gathering** PS3 and PC
- **Planet Side 2** PC

### **Midway Games**

**Sep 2004 – Jan 2009**

Art Director | Outsourcing Manager

Responsibilities included working with the leads to create and maintain a cohesive compelling art style to support the game design. Specializations included art direction, leadership, performance and metrics, mentoring, tool design, pipeline development, scheduling, risk assessment, business development, staffing, prototype development and outsourcing.

- **Paladin (Prototype)** X-Box 360, PS3 and PC
- **Blacksite Area 51** X-Box 360, PS3 and PC
- **Mortal Kombat Fire And Ice** X-Box 360
- **Mortal Kombat Shaolin Monks** Playstation 2 and X-Box

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