

Biography

With over fifteen years of experience creating visual content across television, film, and print, I bring a purposeful, context-driven approach to design—delivering high-quality work under tight deadlines. I excel at interpreting creative direction, collaborating cross-functionally, and managing the full graphics pipeline from concept to final delivery. My expertise spans motion graphics, photo editing, illustration, environmental design, and brand development, all reinforced by strong organizational skills and proven leadership in guiding in-house teams, external vendors, and freelance contributors.

Assistant Art Director & Graphic Designer

Evil (Paramount+), Harlem (Amazon), Manifest (Warner Bros), Younger (TV Land), The Good Fight and The Good Wife (CBS), Royal Pains (USA), Law & Order Criminal Intent (NBC), more

As the AAD/GD on over fifty productions, I collaborate with producers, directors, writers and creatives to visualize goals, obtain approval of graphics from ideation to final release and manage interdepartmental graphic workflow milestones. I select, lead and oversee in-house and remote artists, freelancers and vendors while ensuring the accuracy, caliber and consistency of graphic output and maintaining asset libraries, archives & naming conventions.

Senior Lead Artist & Creative Designer

Sesame Street Interactive Media Group, Television & Online

As Creative Designer, I collaborated with producers and educators to design award winning educational games. As Senior Lead Artist, I led the animation of Sesame Street Muppet and game assets, ensuring the art adhered to our game designs and Sesame Street style guide. Additionally, I assisted in reviewing, selecting and training new artists.

Creative & Graphic Design

NY State Parks, Hooked On Phonics, Nickelodeon, Dreamworks, Addison Wesley-Longman, more

Work for these clients includes creative & graphic design, sign & banner design, digital animation, illustration & cartooning, print proofing and quality control.

Skills & Equipment

Skills include: Graphic design, motion graphics, UX/UI design, photo editing, illustration, typography, books, magazines & periodicals, advertisements, flyers & brochures, flat & dimensional signage, textile design, packaging graphics, storyboards, logos, seals, ID's, vehicle graphics, proofing, proofreading, style guides and production bibles.

Equipment includes: Mac, Wacom, Adobe CC Photoshop, Illustrator, InDesign, Animate, After Effects, Lightroom & Acrobat, Keynote, Pages & Numbers, multiple file sharing & task specific apps.

Education

Hofstra University BS Graphic Design
School of Visual Arts Professional Courses in 3D Modeling & Animation

References

Available upon request