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## [EXPERIENCE]

-*Black Box Distribution* (Fallen Footwear, Zero, Mystery, and \$lave Skateboards)  
San Diego, CA (September 2004-April 2008)

### Apparel Designer

- Responsible for design of all apparel and accessories (bottoms, tops, outerwear, backpacks) for four leading skateboard brands
- Work closely with creative director to develop unique apparel designs for three seasons annually
- Communicate, interpret, and develop the ideas of professional skateboarders into specifically marketable signature pieces
- Complete and provide detailed CAD drawings and specs for all new development including full seasonal development overviews
- Design, illustrate, and develop unique woven patterns with a specialty in plaids
- Communicate with national and international vendors to track sample development, monitor production issues and ensure timelines
- Research and closely follow emerging trends

### Graphic Designer

- Design and prepare for print various promotional materials including seasonal catalogs, posters, and direct mailers
- Develop graphic concepts for application on skateboards and printable softgoods
- Package design for all POP items, videos, and hardware
- Layout and preparation of artwork for hard and softgoods
- Accessory design for Zero and Mystery skateboards
- Update and maintain individual websites for three brands
- Artwork layout and title design for DVD menus on various projects

### Production Artist

- Retouch images, color correct, and create clipping paths
- Website maintenance support and file preparation
- Research and contribute seasonal graphic concepts

-*SoLow* (Juniors apparel line) Los Angeles, CA  
(February 2004-May 2004)

### Production Assistant

- Assist in the creation and preparation of CAD drawings for apparel production
- Logo design and file preparation
- Maintain and organize fabric swatch books

-*Stardust Productions* (Motion graphics production) Venice, CA  
(June 2003-September 2003)

### Colorist

- Utilize Photoshop to clean up and color drawings for 5 animated commercials for Mattel's Barbie: "My Scene" collection
- Ensure consistency of color and line quality
- Worked with the art director and a team of top Disney animators to ensure strict deadlines were met in a timely manner

## [EDUCATION]

*The School of the Art Institute of Chicago*  
(BFA 1999)

- Study concentration in painting, photography and art history

## [TECHNICAL SKILLS]

- Photoshop, Illustrator, Indesign, Dreamweaver, Final Cut Express, Excel, Word