

{education}

Bachelor of Fine Arts - Electronic Media Arts Design; Minor - Digital Media Studies
University of Denver, Denver, CO GPA - 3.8

Awards/Scholarships

\$64,956 in academic, merit-based scholarships
\$12,000 in University and private grants

{design experience}

- Creative Director, [dis]claimer Monthly, independent newspaper** 03/05 - 06/05
-Established initial design and layout, Conceptualized subsequent iterations
-Designed covers and designed [dis]claimer logo
- Creative Director, Foothills Magazine, University of Denver Annual Literary & Arts Journal** 03/05 - 06/05
-Conceptualized aesthetic and look
-Designed cover and layout of content
- Print Designer, University of Denver Study Abroad Office** 08/04 - 06/05
-Designed publicity print materials; met deadlines efficiently
-Communicated effectively with department to create publicity material
- Design Intern, SWEAT Collaborative with Rafael Fajardo** 06/04 - 06/05
-Conceptualized narrative for digital game art called Juan and the Beanstalk
-Used context of video games as cultural, social, and political critique
- Webmaster, University of Denver Department of Anthropology website** 06/04 - 06/05
-Created website in design and concept
-Communicated efficiently with department to update website
- Art Director/Curator, 023 Student Art Gallery, University of Denver** 06/04 - 06/05
-Acquired \$9,500 in grant funding
-Worked with internationally known artist to create professional art exhibit
-Communicated with students to coordinate and curate gallery events
- Design Intern, University of Denver Office of Communications and Marketing** 04/04 - 07/04
-Helped with advertising and informational print material
-Worked and learned within professional design agency
- Publicity Director, University of Denver Programs Board** 03/03 - 09/03
-Designed publicity material including posters, handouts, advertisements
-Collaborated with 7 different departments; Managed website

{skills}

Design

- Extensive experience in creating identity and branding material, and publicity material
- Highly experienced in Digital typography and page layout
- Extensive knowledge of web building and site management; Experience with web application development

Computer

- Highly skilled with Adobe Creative Suite
- Mac OS X and Windows 95 through XP; Power Macintosh and PC computers
- Proficient with Macromedia Dreamweaver and Fireworks; Knowledge of Final Cut Pro
- Experience with Coldfusion and with Flash; Proficient with Microsoft Office

Studio Art

- Highly experienced in pencils, ink, graphite, charcoal, conté, crayon, oil pastel
- Skilled in oil and acrylic painting; hand-drawn typography

{references}

- Rafael Fajardo - Head, SWEAT Video Game Collaborative** (303) 871-3265
Advisor, professor, collaborator rfajardo@du.edu
- Timothy Weaver - Faculty, Electronic Media Arts Design** (303) 871-3279
Advisor, professor tweaver2@du.edu