

Content Creator & Creative Producer

Summary of Skills & Qualifications

- 10+ years experience specialising in video production, entertainment, sports, and technology.
- Accomplished producer; recognized for superior analytical, troubleshooting, and project management skills
- Strong proficiency in content creation and Adobe creative suite
- Invested in creating great content that captures experiences in unique and immersive ways.

Technical Skills

- Video Production
- Adobe Creative Suite
- Figma, OBS, Canva
- Content Creation
- Live Events
- Art director
- 3D Technology
- Asynchronous Communication Tools (Slack, Google Meet, Microsoft Teams)

Work Experience

3D Scan Manager

2023 – 2024

Dopl | New York, NY

- Managed over 430 DSLR cameras that were built into 5 different 3D scanners.
- Responsible for building the 3D scanner, maintaining the cameras, and operating the 3D capture software.
- Supervised equipment set up, break down, cleaning/repair, and transportation.
- Directed guests on how to take a proper 3D scan.
- Assisted in QA of 3D printed models.

Video Production Manager / Associate Art Director

2022 – 2023

Proto Hologram | New York, NY

- Directed multiple hologram video commercial shoots and live broadcasts for brands like Verizon, H&M, and Universal Music Group.
- Designed the run of show for live event activations at NY fashion week, the NBA Playoffs, and Christie's NYC.
- Managed camera, lighting, and broadcast equipment for video shoots. Supervised equipment set up, break down, cleaning/repair, and transportation.
- Responsible for training 15+ staff and production assistants to ensure Proto Hologram's best event practices.
- Assistant editor for hologram videos and social media content.
- Talent supervisor for high profile clients like Kenan Thompson, Logan Paul, and Christian Cowan.

Producer / Art Director

2022 – 2022

Acentric | New York, NY

- Videographer for clients like Kenan Thompson, Christie's Auctions, and Proto Hologram. I also was the producer for all video shoots.
- Corresponded and managed relationships with 10+ company partners.
- Reviewed 3D artwork, hologram videos, production budgets, and pitch decks for technical flaws in need of improvement.
- Collaborated with creative partners to outline solutions that lead to a successful activation/campaign.
- Planned and executed all activations at live events like concerts, the NBA playoffs, and the Chevrolet Detroit Grand Prix.
- Worked with clients to plan and design exciting live event activations that would create a memorable experience for guests.

Art Director / Associate Producer

2021 – 2021

Kidtagious Entertainment | New York, NY

- Oversaw the development and completion of all upcoming toys, TV shows, and video games.
- Corresponded and collaborated with international production company partners.
- Critiqued and reviewed storyboards, scripts, toy designs and pitch decks for technical flaws in need of improvement.

Project Manager

2021 – 2021

Halucinated Studios | New York, NY

- Lead project manager in charge of organizing, planning, and executing projects within budgetary and scheduling constraints.
- Overseeing resource allocation, monitoring project progress, and communicating updates to stakeholders.
- Organized project details such as client needs, equipment, talent management, and run of show.
- Managed complex client incidents such as negotiating owed payments, resulting in a 10k revenue increase.
- Collaborated with an international art team in Columbia via asynchronous tools such as Slack.

Production Coordinator / Art Director

2017 – 2020

451 Media | New York, NY

- Writer, art director, and production coordinator for upcoming video games, TV shows, and comic books.
- Assisted with the creation of a comic book series (Drone Swarm), a video game (Drone Swarm), and a TV show.
- "Drone Swarm" - Comic & Video Game:
Drone Swarm received the prestigious PAX EAST: Writers Choice Award in 2020 for its exceptional writing in a video game. I had the privilege of serving as a writer for both the comic book and video game components. Additionally, I contributed to the art direction of the comic book, ensuring a cohesive and visually engaging experience for readers and gamers. I also managed all communications with the game design team in Austria, making sure the game designers and client were on the same page.

Drone Swarm is a very unique take on tactical games. Control 32,000 drones in quick, fast-paced fights. Combine your swarm abilities and counter constantly evolving attacks of your opponents. Survive varying enemy waves, get upgrades to your swarm, and make it to the next system alive!
- Talent supervisor for the TV and video games department. I have been a talent supervisor for Keanu Reeves, Rob Cohen, and Oleg Purdi.

Art Director

2016 – 2016

Havas Worldwide | New York, NY

- Designed and executed pitch decks for new clients including Lysol, IBM Watson, and Liberty Mutual.
- Followed creative briefs, generated design templates, and made certain the brand art and language was cohesive with the executive team's vision.
- Presented pitch decks to the executive team for review.

Awards

[Pax East: Writer's Choice Award](#)

2020

[ONE SHOW PENCIL: BRONZE](#)

2016

Internships

Assistant to the Executive Producer

Seed Media Arts | Chicago, IL

2014

Assistant to the Executive Producer

Big Deahl Productions Inc. | Chicago, IL

2014

Education & Training

- **Bachelor of Fine Arts**
College for Creative Studies
Concentrations: Advertising Art Direction & Film - Detroit, MI | 2012 – 2016
- **COVID-19 Compliance Officer For Tv & Film**
Certification 2020