**OBJECTIVE**

**My career goal is to obtain a position in animation where I can utilize my drawing and designing skills.**

**TECHNICAL SKILLS**

**Applications**

Adobe Photoshop, Illustrator, InDesign, Flash; Autodesk Maya; Corel Painter; MS Word, PowerPoint, Excel

**Web Languages**HTML, CSS, JavaScript

**PROFESSIONAL EXPERIENCE** April 2012-Present **Concept Artist/Developer**, [*Maia Video Game*](http://www.maiathegame.com)*, Mesa, Arizona*

* Used Adobe products to create playfields, backgrounds, title screens, user interfaces, concept art and banners.
* Maintain Maia social media pages.
* Gained a better understanding and effective and efficient teamwork.

April 2009-August 2011 **Assistant Manager**, *Atomic Comics, Phoenix, Arizona*

* Created displays and organized the shop
* Demonstrated good communication and people skills to assist with great customer service
* Gained in-depth knowledge about publishers, writers and artists of the comic book industry
* Maintained the Atomic Comics social media sites (Facebook, Twitter and MySpace)

July 2007-June 2008 **Intern**, *Totally Coached, Inc., Scottsdale, Arizona*

* Designed banners and graphics for websites: [Totally Coached, Inc.](http://isintl.com/) and [Intrinsic Coach](http://intrinsiccoach.com/english/home/)
* Handled business calls and e-mails

**EDUCATION**

January 2009-Present **Bachelor’s Degree,** *Arizona State University*

* Major in Graphic Information Technology with a focus in animation and video game art
* 3.6 GPA

August 2006-Dec 2008 **Associate’s Degree**, *Scottsdale Community College*

* Focus on Graphic Design and Art
* 3.8 GPA

August 2002-June 2006 **HS Diploma**, *New School for the Arts and Academics*