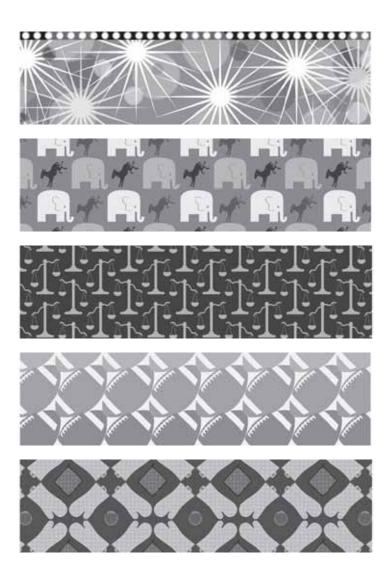




From internal facing projects such as office templates and signage through an array of pitch booklets and the transformation of a Flash-based web site into a mobile-friendly CMS version, for over five years, I shaped and supervised the visuals at this ambitious NYC / LA production company.







I improved development efforts at this production company by presenting new show ideas as visual narratives—pitches rich in detail and typography. In addition to creating custom illustrations and layouts, I also conducted photo shoots and discussed conceptual ideas and edits with copywriters.









## Manhattan Ultimate Disc

I helped establish a co-ed, USA Ultimate league in Manhattan. Echoing the cityscape in which we live and play, the logo's letterforms are stacked one against the other and sport a variety of ornamentation; disc illustrations, jerseys and web site photomontages are also infused with a sense of place.













## health STAT students | taking action | together





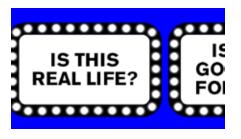




As part of the development team that led several YouTube initiatives for Pepsi, I helped channel our research and expertise into the viral video trivia game Win/Fail. In addition to designing its visual identity and meticulously storyboarding over fifty questions, I also created a host of banner ads.

















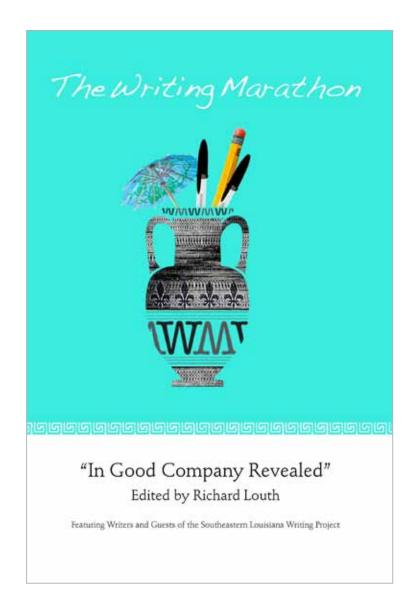


Q above: storyboards and logo design for <www.youtube.com/winslashfail>

I love to collaborate, and at this production company, I worked with producers, editors and programmers to create multiplatform content across the slate. Below, I established the look and visual vocabulary for a fashionable series of shorts on ELLE.com—layering vintage pattern like heavy eyeliner.



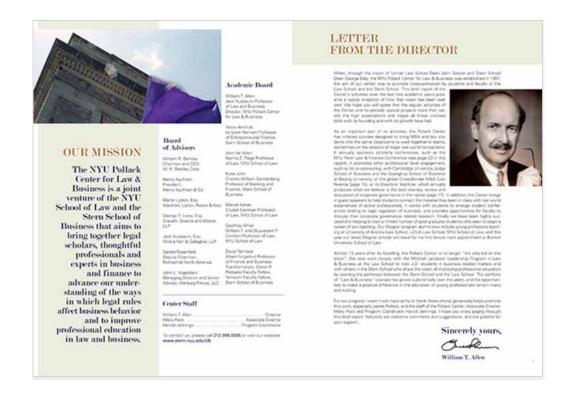
Q above: title treatments







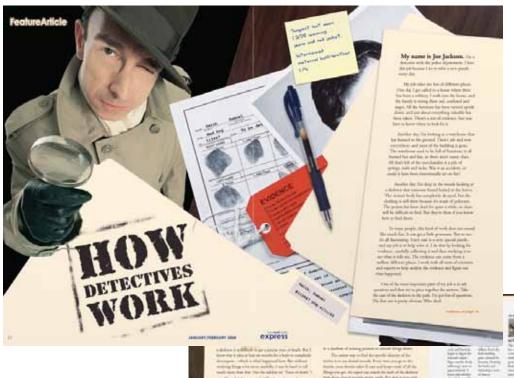
An interest in environmentally friendly design led me to lunch with Think Greene Creative and resulted in several projects! Seen below is a 28-page, perfect-bound annual report for which I presented multiple directions before developing a grid, selecting images and producing an InDesign layout.







As senior designer in the HSW creative department, I worked with an editorial team to produce an educational kids' magazine. For the feature article on detectives, I proposed a "case-in-progress" concept which led to me fingerprinting a coworker and photographing "evidence" for use in my spreads.









Arts Engine is a multifaceted media organization, and the challenge of this branding project was to develop a singular voice while presenting its many programs. As for Groove With Me, the brochure is kinetic and joyful. Led by key words and colorful beats, the panels engage readers as they unfold.





























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