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RESUME

Badwolf Inkorporated   **June 2015 – Present**
President, Creative Director
- Acquire contract work to complete while managing a team of 5 artists.
- Produce, oversee and manage client projects as well as in-house, company projects.
- Create graphics and design for graphic design, visual fx, and game design projects.
- Manage the company's online and social media presence

Haider Engineering, P.C.   **February 2015 – Present**
Marketing Manager, Project Coordinator
- Office Engineer tasks such as administrative duties for large clients.
- Answer phones, organize inspection reports & create and distribute a next day inspection schedule for over a dozen employees.
- Create Graphics to help re-brand the company.
- Create digital and printed design packages for company marketing endeavors.
- Supervise company's image at Engineering & Architecture events around NYC & Long Island.

INeedVid, LLC   **June 2013 – June 2014**
Post-Production Supervisor
- Post-Production Supervisor for a team of artists to complete the feature documentary, "Lucky."
- Assist with video editing, assistant editing and motion media needs.
- Supervise on-set productions for detail oriented final products.

EnTech Engineering, P.C.   **June 2009 – August 2011**
Graphic Designer, Administrative Assistant
- Office Engineer tasks such as administrative duties for clients.
- Answer phones, organize files, and assist office personnel in any way possible.
- Create Graphics to help re-brand the company.

Arkadium   **November 2010 – January 2011**
Game Art Intern
- Create graphics for use in Flash Animations & Games for several titles.
- Assist office personnel in any way possible.

CES; Creative Environment Solutions   **June 2007 – January 2009**
Graphic Designer, Administrative Assistant
- Office Engineer tasks such as administrative duties for clients.
- Answer phones, organize files, and assist office personnel in any way possible.
- Create Graphics to help re-brand the company.

Education:
SCAD (Savannah College of Art & Design)   2012
    BFA – Visual Effects.
    BFA – Interactive Design & Game Development; Minor in Digital Concept Art.
The Art Students League of New York   2006
The Long Island Art League   1995 – 2002

Software:
Mac OS X, Windows
    Microsoft Word, Excel, Powerpoint
    Adobe Photoshop, Illustrator, Flash, InDesign, Bridge, After Effects, Premiere, Dreamweaver, Encore
    Autodesk Maya, Mudbox
    SideFx Houdini, ZBrush, Nuke, Final Cut X, Garageband