

SKILLS

Art Direction
Visual Systems Design
Interactive & Exhibit Design
UX / UI Design
Motion & Styleframes
Brand Identity
Creative Leadership
Production Direction
Concept Development
Illustration & Retouching

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Figma
After Effects

EDUCATION

Bachelor of Arts
Rhode Island School of Design
1991 – 1996

AWARDS

Horizon Interactive — Gold 2017, 2021
MUSE Awards (Interactive) 2015
10+ GDUSA Inhouse Design Awards
Art Directors Club Metro DC
AIGA Portfolio Review Speaker

CONTACT

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SUMMARY

Senior Art Director and Design Lead with 20+ years building high-impact visual systems, digital products, and experiential design for world-class brands and institutions. Known for high-fidelity execution across stadium-scale AR activations, Smithsonian museum interactives, global brand campaigns, and enterprise SaaS products. A trusted senior creative who translates strategy into polished, memorable work.

EXPERIENCE

Senior Art Director 2024 – Present
Muendel Creative Experiences (MCE)

- Lead art direction and visual design for experiential, interactive, and brand-driven projects.
- Develop visual systems, styleframes, and presentation-ready creative for large-scale branded experiences.
- Drive business development through pitch creative, proposals, and concept mockups.

Design Director 2016 – 2021
Brightline Interactive

- Oversaw creative direction for immersive AR, VR, and mobile activations for AT&T, Warner Bros., and NFL.
- Led AT&T Pose With The Pros: 10+ kiosks at AT&T Stadium, viral with millions of social media views.
- Directed cross-functional teams and managed multimillion-dollar creative pipelines.

Senior UI/UX Designer 2021 – 2024
CoStar Group

- Designed interfaces for enterprise real estate research tools and internal SaaS platforms.
- Evolved design system components; partnered with PMs and developers on KPI-driven iterations.

Art Director 2024
Humble & Wallop

- Led visual design for marketing campaigns across print, web, and social.

Interactive Designer 2012 – 2015
Cortina Productions

- Designed touchscreen and motion-activated exhibits for Smithsonian, CFB Hall of Fame, 49ers Museum, and OKC National Memorial.
- Grew into a lead design role, owning multi-screen interactive systems from concept through production.

Interactive Art Director 2010 – 2012
Marriott International

- Led digital campaigns across 15+ global hotel brands — video, web, and interactive media.

Art Director 2002 – 2010
API (American Petroleum Institute)

- Art directed advertising, branding, and digital campaigns for national and global clients.
- Led concept development and full production across print and digital media.