

## Experience

**Adobe** | May 2012 - Present

Senior Creative Technologist

Lead the design and development of many prototypes, rich web experiences, and demos.

Worked with a variety of product teams across the organization collaborating closely with product managers, designers, researchers, and engineers to determine goals, constraints and achieve success on all fronts.

Initiated and produced new product features, as prototypes and plugins. Some of which became production features, like Lightroom Discover.

Presented at numerous industry leading conferences.

Wrote for many creative and technical publications.

Collaborated with clients to ideate and explore how adobe technology can be used to build new content experiences.

**Grow Interactive** | Aug 2010 - April 2012

Senior Interactive Developer

Voted MVP by co-workers after first year.

Helped the company navigate the transition from Flash to HTML5.

Developed award winning rich interactive experiences in a variety of technologies including HTML, iOS, Android and Flash.

**Ludorum** | May 2008 - Aug 2010

Interactive Lead

Managed the development of the Chuggington website, a CMS driven multimedia web experience with games, videos, and activities.

Designed and developed dozens of flash games.

Coordinated efforts with partner sites to integrate games and content.

Designed and developed the Chuggington iPhone application.

## Education

**University of Wisconsin – Madison**

B.A. Communication Arts

## Awards

Awwwards

FWA

Cannes Lion

Webby

FITC

FWA

OMMA

## Conferences

SXSW

Adobe MAX

FITC

CAMP

HTML5 Web Conf

W3Conf

## Patent

US10860196B1

Edit experience for transformation of digital content