

EDUCATION

Academy of Art University, San Francisco; September 2011–December 2013

MFA: Visual Development for Animation GPA: 3.42; Dean's List

California Polytechnic State University, San Luis Obispo; September 2007–June 2011

BFA: Art and Design, Graphic Design concentration GPA: 3.611; Dean's List

EXPERIENCE

Mattel; October 2016–Present

El Segundo, CA.

Key Lead Product Designer—

- ♦ Design toys for Pixar evergreen brands including Elemental and Elio.
- ♦ Mentor three young designers on the Pixar teams.

Lead Product Designer—

- ♦ Design toys for Pixar evergreen brands including Luca and Lightyear, and Disney's Monsters at Work
- ♦ Pitch toy line concepts within the action figures department and beyond.
- ♦ Mentor four young designers on the Pixar and plush teams.

Senior Product Designer—

- ♦ Designed toys for Pixar, Jurassic World: Fallen Kingdom, Jurassic Park, and Camp Cretaceous.
- ♦ Collaborated with our licensors at Disney/Pixar and Universal to create true to movie designs.
- ♦ Mentored 2 interns on the Jurassic design team.

Designer—

- ♦ Designed toys for Jurassic World: Fallen Kingdom and Jurassic Park.
- ♦ Traveled to factories overseas to ensure excellent quality and to find efficiencies in our designs.

Bendon Publishing (Formerly Artistic Studios, LTD., LLC); February 2014–October 2016

San Francisco, CA.

Illustrator and Designer—

- ♦ Design art and packaging of children's toys, craft sets and books for Nickelodeon, Disney, and Hasbro.
- ♦ Illustrate art and backgrounds for products in accordance with the brand style guides.
- ♦ Craft mock-ups and prototypes of products for manufacturers, buyers, and shows.
- ♦ Train and help lead design team to create efficient and organized files.

Madefire; January 2014–May 2014

Berkeley, CA.

Motion Book Builder—

- ♦ Create interactive and engaging motion books for the DC Injustice Episodes by enhancing the comic's story through motion.

Soar - Short Film (2016 Student Academy Award Animation Winner); May 2012–April 2014

San Francisco, CA.

Visual Development Artist and Character Designer**Cal Poly Mustang Athletics; December 2009–June 2011**

San Luis Obispo, CA.

Graphic Designer for Cal Poly Mustang Athletics—

- ♦ Created posters, schedule cards, media guides, banners, web banners, brochures, and special event collateral.
- ♦ Designed weekly newspaper ads for *The Tribune*, *The Mustang Daily*, *The New Times*, and *The Santa Maria Times*.
- ♦ Collaborated with committee members, printers, and directors to organize events, print media, and make refinements.
- ♦ Composed the branding for the annual *Mustang Madness* Athletic Auctions.

CSI: Miami Television Show; July 2009–September 2009; July 2010–September 2010

Manhattan Beach, CA.

Graphic Design Summer Intern—

- ♦ Designed graphics, signage, and media featured in ten episodes, following a fast-paced and rigid deadline system.
- ♦ Worked with the graphic designer analyzing scripts to determine the graphics breakdown.
- ♦ Created proposed solutions for several variations of logo designs, prop designs, set decoration, and the design of t-shirts.
- ♦ Collaborated with leaders of other departments during weekly production and visual effects meetings.

RELEVANT SKILLS

Adobe Creative Suite (Illustrator, Photoshop, InDesign), Keynote, Pages, Microsoft Word, Powerpoint, Excel, graphic design, storytelling, drawing, sketching, model making, painting, photography, woodwork, and sculpture.

ACTIVITIES AND ORGANIZATIONS

Women in Toys (Member); 2016-present**Women of Mattel (Board Member); 2016-present****Sustainability at Mattel (Board Member); 2020–2021 (Co-President); 2022-present****Mattel Playmakers (Board Member); 2017-present****Academy of Art Cross Country Team and Indoor Track Team; 2011-2012****Cal Poly Cross Country and Track Team; Scholarship Athlete (High School All-American); 2007–2011**

All Academic Team 2008; Big West Conference, NCAA Division 1

- ♦ Balanced a rigid practice/work-out/race/school work schedule gaining valuable time management skills.
- ♦ Communicated with coaches and teammates in order to create trust and a healthy, motivational team atmosphere.
- ♦ Developed skills in dedication, self-motivation, personal discipline, and teamwork.

Academy of Art Ideation Club (Visual Development Club); 2011–2013**Women in Animation, San Francisco Chapter (Member); 2013–2017***Portfolio and reference information available upon request*