

* March 2004 - August 2008

Condé Nast Publishing, GLAMOUR Magazine
Creative Services Design Director

- Responsible for concept, art direction and creation of all in-book advertorial sections, business to business 'big ideas', presentations, rebranding and printed promotional/sales materials that are created in the design department, ensuring internal Glamour branding is balanced and well-fused with client intentions. Constantly reassessing and reinventing the Glamour brand with upper management to stay ahead of the curve.
- Concept, manage and on-set art direct a high volume of fashion/beauty photoshoots for high-end, inbook advertorials
- I am a creative director that is very 'hands-on', designing complex graphic pieces, comp in a pinch, or pitch an idea to a client
- Create and monitor the design team's organization, workflow, structure, and progress through close, individual concepting/art direction to ensure things run smoothly and efficiently. Improve the communication of the team and aid growth of the designers both technically and creatively through goals and reviews. Create an environment where the team feels invested and are continually growing and learning.

* September 2003 - December 2004

Fairchild Publishing, DETAILS Magazine
Art Director/Sole Designer of Creative Services

- Partner with creative director and marketing category specialists to develop targeted client solutions that meet both advertiser objectives and reader needs while maintaining the DETAILS brand identity.
- Design and oversee concept and creation of all in-book advertorial sections, business to business big ideas, presentations, media kit and printed promotional/sales materials.
- Source, hire and manage all creative talents involved with producing photoshoots for in-book advertorial sections, design freelancers, and interns.
- Ensure all project requests meet deadline by taking a job from initial concept sketches, to 'comped' ideas, then designing/producing the printed piece, including retouching and press OKs.

* August 2003 - December 2004

Fairchild Publishing, Launch of VITALS Magazine
Marketing Designer

- Sole marketing designer for the first two issues of spin-off publication from internal section of DETAILS magazine.
- Art directed, designed and produced over 50 pages of in-book advertorial sections and marketing materials for VITALS.

* January 2003 - September 2003

Hachette Filipacchi Media US, Inc., Metropolitan Home Magazine & Home Magazine

- Freelance Art Director/Sole Designer of marketing department (three days a week in-house)

Dennis Publishing, Stuff Magazine

- Freelance Senior Designer of marketing department (two days a week in-house)

* December 1999 - January 2003

The Parenting Group, Time Inc. Publications

Parenting Magazine, BabyTalk Magazine, Healthy Pregnancy Magazine, First Moments Sampling Program, Custom Publishing

Senior Art Director of Creative Services/Marketing

- Head the marketing creative services department for all of the above publications.
- Create and monitor the design team's organization, structure, and working process to ensure efficiency. Improve the communication of the design team and aid the growth of the designers both technically and creatively.
- Insure that jobs are done in a timely, organized manner and the style, quality, and details of all work maintain the Parenting Group's brand identity.
- Work directly with internal depts, vendors and clients to meet client/production deadlines efficiently within creative budgets. Act as the intermediary between sales and the creative department to resolve any conflicts or problems.
- Develop concepts and carry from start to finish the hands-on design, production and successful printing of advertorials, in-book or promotional material, animated evites, and digital/printed presentations.

* March 1998 - May 1999

Ruder Finn Design, NYC

Full Time Freelance Head Designer

- Brainstorm and conceptualize promotional branding pieces for top clients.
- Design and present comps, mock-up and sketches to client.
- Execute design and carry through to production of successful finished piece.
- Illustration for print and interactive media.

* August 1997 - March 1998

The Stranger: Seattle's Weekly Alternative Paper

Full Time Head Advertising Designer

- Conceptualize, design and carry through to production b&w and color ads for clubs, restaurant, theaters, and stores under tight deadlines for a weekly publication.
- Illustrate for ads and did hand-paste up work and press-check when necessary.

* July 1996 - August 1997

Waterfront Press: Spa Magazine, Simply Seafood, Sea Kayaker Magazine, Alaskan Fisherman's Journal

Full Time Illustrator, Editorial & Advertising Designer

Education: BFA in illustration & design, Syracuse University 1996 | Proficient in: All Adobe CS3 programs, Powerpoint, Pre-Press Software

* References available upon request.