



RÉSUMÉ

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EDUCATION	2008	Diploma of Business (Frontline Management) Centre for Adult Education
	1996	Graduate Diploma (Animation and Interactive Media) Royal Melbourne Institute of Technology
	1995	Bachelor of Design (Graphic Design) National School of Design, Swinburne University of Technology
EMPLOYMENT	2008+	Australian Centre for the Moving Image , Melbourne Head of Design <ul style="list-style-type: none">- Managing all aspects of design unit including strategy, processes, briefing, daily and long-term scheduling, resources and budgeting, project management, procurement and promotions- Director of visual branding across organisational design outputs;<ul style="list-style-type: none">- corporate and program visual identity and branding across print, digital and devices, broadcast TVCs, signage and wayfinding- program marketing across exhibitions, film and public programs- web and devices- exhibition graphic design (+ touring documentation, styleguides)- commercial (tickets, uniforms, shop display and merchandise, café)- Major projects include; corporate identity rebranding/refreshing and application across all organisational outputs, wayfinding & signage, staff uniform design, and major exhibitions including <i>David Bowie is</i>, <i>Dreamworks Animation: The Exhibition</i>, <i>Dreams Come True: The Art of Disney's Classic Fairytales</i>, <i>Tim Burton: The Exhibition</i>, <i>Bill Viola: The Raft</i>, <i>Len Lye</i>, <i>Dennis Hopper & The New Hollywood</i>
	2003-07	Australian Centre for the Moving Image , Melbourne Interactive/Web Designer <ul style="list-style-type: none">- Design lead on major exhibitions; <i>Game On</i>, <i>TV50</i>, <i>Games Lab</i>- Designed print, signage, web, interactive and motion graphics applications for exhibitions, film programs and public events- Managed development, design and documentation of major template-driven interactive applications- Ongoing design of ACMI website and digital marketing- Reviewed and conducted user-testing for ACMI website redevelopment- Designed augmented reality mobile phone games for <i>Games Lab</i>
	2001-02	Whybin TBWA, Tequila\ Melbourne , South Melbourne Creative Lead <ul style="list-style-type: none">- Managed all aspects of design from concept to production for online media, direct marketing and advertising. Clients included Nissan, Shell, Yogo/National Foods, I&J/Simplot Foods, Libra/Sancellia- <i>Interactive Agency of the Year</i> (Australia), <i>B&T Weekly</i>, 2002
	1999-2000	Razorfish (San Francisco), South Yarra Senior Designer <ul style="list-style-type: none">- Produced and art-directed <i>Scape</i> internet portal for Village Roadshow & Channel Ten across corporate, online and offline applications- Managed two junior designers, reported to San Francisco Director
	1998-1999	NineMSN , South Yarra Lead Designer <ul style="list-style-type: none">- Designed sub-brands and interfaces for NineMSN internet portal including CarPoint, BoatPoint, NineMSN Shopping, NineMSN Sidewalk, Finance and Travel



SKILLS

Management

- design research, strategy & implementation
- studio management, processes, briefing, daily scheduling, resources, procurement and promotions
- major project management, budgeting and documentation

Interactive & Web Design

- interface and banner design and production
- application and interface coding
- usability testing
- platforms; internet, desktop, touchscreen, phone, tablet, web, DVD

Animation & Motion Graphics

- animation techniques including hand-drawn cell, paint on glass, stop-motion, Flash, basic 3D
- sound production
- outputs for web, film, DVD, tape

Print Design

- artwork production for catalogues, brochures, posters, stationery, signage, merchandise
- digital and press printing techniques using full and spot colour, varnishes, dyecuts, folds, embossing and debossing, binding and finishing and specialty stocks and materials

Software

Photoshop, Illustrator, Indesign, Acrobat, Flash, Dreamweaver, Final Cut Pro, Premiere, After Effects, DVD Studio Pro, Word, Powerpoint, Excel, Project

AWARDS

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| 2015 | Winner, Institution Website, <i>ACMI Website</i>
Museums Australia Multimedia & Publishing Design Awards |
| 2010 | Highly Commended, ACMI Corporate Identity Suite and Annual Report
Museums Australia Multimedia & Publishing Design Awards |
| 2008 | Pinnacle Award, <i>Eyes, Lies & Illusions Graphics</i>
Australian Graphic Design Association Awards |
| | Nominee Best Digital Media, <i>Game On TVC</i>
Create Awards |
| 2006 | Award of Excellence, Distinction, <i>White Noise</i>
Australian Graphic Design Association Awards |
| 2006 | Multimedia Award (non interactive), <i>White Noise</i>
Museums Australia Publication & Design Awards |
| 2005 | Nominee Best Music Video of the Year, <i>Easily Broken</i>
Digital Media Awards |
| 2002 | Best Children's Website, <i>yogoalley.com</i>
AXIEM Absolute Excellence in Electronic Media Awards, USA |



EXHIBITIONS SCREENINGS PERFORMANCES	2007	Boiler Room, VJ Performance, Big Day Out, Melbourne	
	2006	<i>Easily Broken</i> , Screening, Resfest - Australian Program, Dendy, Sydney & ACMI, Melbourne Boiler Room, VJ Performance, Big Day Out, Melbourne	
	2005	<i>Chinese Whispers</i> , Performance, Melbourne Fringe Festival <i>Chinese Whispers</i> , Performance, Bairnsdale Art Gallery Hothouse, VJ Performance, Big Day Out, Melbourne	
	2004	<i>Kiss My After Effects</i> , Performance, Melbourne Fringe Festival Hothouse, VJ Performance, Big Day Out, Melbourne	
	2003	<i>Sex Pixels</i> , VJ Performance, Agari Nassai Festival, Nagano, Japan <i>Chinese Whispers</i> , VJ Performance, This Is Not Art Festival, Newcastle <i>Vision</i> , VJ Performance, St Kilda Film Festival Club Electronische, VJ Performance, Melbourne Fringe Festival Boiler Room & Hothouse, VJ Performance, Big Day Out, Melbourne	
	2002	<i>Pink Spunk</i> , Screening, Brisbane International Animation Festival <i>Vision</i> , VJ Performance, St Kilda Film Festival Club Electronische, VJ Performance, Melbourne Fringe Festival Boiler Room & Hothouse, VJ Performance, Big Day Out, Melbourne	
	2001	<i>Dust</i> Fashion Parade, Performance, Melbourne Spring Fashion Festival	
	2000	<i>Muto</i> , Group Exhibition, Ars Electronica, Life Science, Linz, Austria <i>Muto</i> , Group Exhibition, Cybercultures: New Life, Sydney & toured throughout regional Australia Boiler Room, Performance, Big Day Out, Melbourne	
	1999	<i>Muto</i> , Group Exhibition, F1 Digital Arts Festival, Melbourne <i>Muto</i> , Group Exhibition, d.Art 99, Sydney	
	1998	<i>Muto</i> , Group Exhibition, Downloading DownUnder, Amsterdam, The Netherlands	
	COMMITTEES	2009-2011	Animation Panellist, Melbourne International Film Festival
		2008-2011	Program Advisory Committee, School of Creative Media, RMIT University

REFEREES

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