Blyth Design, Ltd., New York, NY Principal Designer

June 2003 to present

- Design consultant on environmental design projects—corporate exhibits, broadcast environments, retail display, television advertising set design, overseeing projects from initial development through finished installations.
- Collaborate with clients to develop visual corporate image and marketing strategy.
- Conceptualize, organize and budget client projects.
- Coordinate and supervise outside vendors, including production shop and graphics houses.
- Clients include Fox News Channel, Avon Products, MSNBC, ABC News, and Interactive Channel.

LIV Design, Inc, New York, NY Senior Designer

June 2000 to May 2003

- · Designed and managed all aspects of various corporate exhibits projects for toy industry.
- Responsible for development and creation of all design materials.
- Developed detailed construction technical drawings of scenery and coordinated fabrication by outside contractors and vendors.
- Clients included Hasbro, Hasbro Interactive, and MGA Toys.

Production Design Group, Ltd. (a Jack Morton Company), New York, NY Art Director December 1998 to June 2000

- Responsible for developing and producing 3d designs for presentations to various network and cable television clients.
- · Coordinated digital production with vendors from image setting to printing of scenery graphics.
- · Responsible for creating detailed technical drawings of scenery for construction by outside vendors.
- · Clients included Court TV, CNBC and Sun Microsystems.

Spaeth Design, Inc., New York, NY Senior Designer

March 1995 to November 1998

- Designed and managed all aspects of retail display projects, notably the animated Christmas windows for Saks Fifth Avenue and Lord & Taylor flagship New York City stores.
- Responsible for soliciting and submitting bids on projects, concept development and creation of design materials as well as supervising final on-site installations.
- Supervised freelance designers and illustrators, coordinating design production with an in-house team and outside contractors and vendors.
- Coordinated all design and technical requirements for multi-city retail display tours. Clients included Sony Style, Marshall Field's, American Girl Place, and Dayton Hudson.

Reality Studios Design, Inc., New York, NY Assistant Designer

June 1994 to February 1995

- · Developed and implemented artwork and illustrations for industrial and corporate events.
- Clients included Nickelodeon Television, VH-1, and Tiger Toys

Awards

- Emmy Award for Outstanding Craft Achievement Scenic Design
- Aurora Awards -- Platinum Best of Show for Studio News Environment
- Telly Award for Scenic Design

Education

- New York University, Tisch School of Arts
- Master of Fine Arts Design & Art Direction
- University of Rochester, College of Arts and Sciences

Bachelor of Arts - Design

Related Skills

- Project management, budgeting and scheduling
- Fluent on Mac/Window OS, Vectorworks, Form-Z, PhotoShop; AutoCad & Cinema 4D