

Summary

Over a dozen years of design, animation and editing experience, covering broadcast, digital media and print, has given me a firm grasp managing projects and organize efficient work flows for recurring projects of both large and small scale, typically with extremely tight deadlines. As a freelance Motion Graphics Artist and Art Director, following a succesfull career as the Sr. Graphic Artist at HBO and my position as adjunct faculty at Parsons have prepared me to overcome any challenge as well as manage, mentor and effectively utilize the skills of individuals at various levels of expertise.

Experience

Freelance Motion Graphic Artist, Composer and Art Director

New York – Present

Working on various projects as a Motion Graphics Animator and an Art Director for a wide range of clients, including L'Oréal, Ogilvy, Saatchi & Saatchi, Vice, Click 3X, The Lab, TV Land, HBO, Little Tiger and Nice Factory. Additionally, optimizing, maintaining and expanding the websites and newsletters for The Rosseau Group and Condo Store Canada.

Sr. Graphic Artist

HBO, New York – May '06 – August '13

Motion Graphics design, digital re-touching, editing and implementing on- and off-air graphics for all HBO brands including Sports, Creative Services, Home Video, Marketing and Digital Media while maintaining a consistent look and feel for all 15 HBO and Cinemax channels and original programming, such as Game of Thrones, True Blood, Boardwalk Empire, as well as my extensive involvement in the 2013 redesign of the entire HBO Boxing brand. In this position, I worked directly with stakeholders to determine the requirements, implementation and optimization strategies, while maintaining client relations and coordinating between staff artists, freelancers and various post production companies.

Adjunct Faculty

Parsons, the Newschool for Design, New York – Jan. '10 – Dec. '10

For three semesters, I taught to both Graduate and Undergraduate levels.

The courses I taught were:

- Visual Effects, an advanced compositing and effects course that focuses on digital compositing, production planning and techniques designed to increase students' understanding of how effects are achieved, problem solving during production and how to produce effects of their own.
- Motion Graphics 1, an intro course that is designed to introduce students to the basics of motion graphics, After Effects and how to plan and design for projects in motion efficiently.
- The Orozco Project, a collaborative class taking the Newschool's frescoes by José Clemente Orozco and re-imagining them in a modern political landscape and how to display the message using modern tools.

Visual Effects Artist

Venus Rises, New York – Fall '07 – Winter '08

For this independent Science Fiction webcast, I created the opening titles and was responsible for various visual effects in the show.

Animation Compositor and Motion Graphics Artist

Flickerlab, New York – Oct. '04 – May '06

At this small boutique shop, I was responsible for multiple disciplines. This included motion graphics design, compositing and special effects animation for many 2d animation shorts and various commercials as well as web programming in html, flash and php.

Freelance Animator and Graphic Designer

New York – Aug. '02 – Oct. '04

While attending Grad School, I worked on varied projects in multiple disciplines, ranging from print, web and broadcast design to programming and DVD authoring. Clients during this time included Parsons School of Design, MTV Latin America and HBO Studio Productions, etc.

Graphic and Web Designer

J. de Vries Potplantencultures b.v., De Kwakel, Netherlands – June '01 – Aug. '02

At J. de Vries, I was the in house designer responsible for the company re-branding, print and web design. I was also responsible for the digital asset management and product photography of the entire line of products.

Web and Print Designer

World Commerce Online / Floraplex, Uithoorn, Netherlands – June '00 – June '01

For this e-commerce company, I was responsible for many print ads and short web animations and site design.

Skills

Adobe Creative Suite (with expertise in After Effects, Premiere, Photoshop and Illustrator), Cinema 4D, Autodesk Flame and Smoke, Final Cut Pro, Stereoscopic 3D work flows, DVD Studio Pro, Avid Media Composer/Interplay, Microsoft Office.

In addition, I am extremely comfortable working cross platform Mac and PC.

Fluent in Dutch and English.

Education

MFA Design and Technology

Parsons School of Design, New York

Sept. '02 – May '04

Typographic and Communications Design

Grafisch Lyceum Amsterdam, Amsterdam, Netherlands

Sept. '96 – June '00