

**Objective** Find a creative position, where my 16 years of creative team leadership, business, management and design experience will add value to the operation.

**Professional Experience** 2002–2006 Video Age, Inc. Minneapolis, MN

**Art Director – Direct Mail & Web Design.**

- Manage, conceptualize, design, and produce monthly direct mail catalogs (averaging 48-56 pages) and an annual catalog (over 300 pages) as well as multiple stand-alone direct mail marketing pieces. Mailed over 3 million mail pieces monthly.
- Responsible for new product development, worked directly with the President and the Marketing Director.
- Worked with and directed internal and external creative team members.
- Provide interface design, FLASH & HTML for e-commerce web sites.
- Responsible for sign off on final proofs and press checks.

1995–2002 Quantum Graphix, Inc. Eden Prairie, MN

**Creative Director – Corporate Print & Web Design.**

- Hiring and management of internal and external creative team members, creative direction, design concepts and project leadership for all projects.
- Oversee all daily operations, sales, production schedules, deadlines & budgets.
- Lead sales and marketing efforts, acquired new business.
- Created and maintained client relationships with senior level clients.
- Developed project estimates for all creative services

1990–1995 Mediatrend Communications Eden Prairie, MN

**Art Director – Corporate Print, Video & Interactive Design.**

- Played a key role in expanding the company's services and market share.
- Art Direction of all interface design, graphic treatments and layouts Corporate Training, Marketing & Sales projects for all media Video, Print. & Interactive.
- Manage internal, external creative design resources for multiple projects.
- Main contact to senior level clients through the production process.
- Lead project pitches, presentations and kick-off meetings.
- Worked closely with the account executives and owner in planning sales and marketing strategies.
- Developed project budgets and proposals for all creative services.

**Software** PhotoShop, Illustrator, QuarkXPress, InDesign, Raw HTML code, GoLive, Flash, Dreamweaver , Xcel, Word, LightWave, Ifini-D, Henrietta & Dubner Paintbox.

**Education** 1990 CG - School of Communication Arts, Mpls, MN - Computer Animation  
1981 BA - Minnesota State University, Moorhead, MN - Studio/Fine Art