



OBJECTIVE Finding appropriate and elegant solutions to challenging problems. I enjoy working collaboratively with others to realize a shared vision.

WORK EXPERIENCE **RICHARD II DESIGN** Vancouver, Canada; Toronto, Canada; Tokyo, Japan
2006 – Present
Independent Design Consultancy

Art direction and design for print, packaging and interactive projects for technology, public, arts, corporate and non-profit sectors. **Clients:** VLA+ Architecture, Select Wine Merchants Inc., Sake Association of British Columbia, Kutano Inc., CopperLeaf Technologies, Elastic Path Software, Tatara Systems, Zeugma Systems, Marqui Communicaitons, nGrain Inc., Magnolia Communications, Tribal DDB, Sierra Wireless Inc., Nikon Japan Inc., Formulists, G3 Genuine Guide Gear, Tonari Gumi Volunteer Association and Max Advertising.

VANILLA FIVE Vancouver, Canada; Los Angeles, USA
2003 – 2005
UI & UX Design, Motion Graphics

User Experience and User Interface design for Frank Gehry Architects Digital Project and Gehry Architects in-house version of Catia software. Scope of work included branding, icon design and motion graphics and animation.

BANFF CENTER FOR THE ARTS: NEW MEDIA INSTITUTE Banff, Canada
2002 – 2003
Art Director

UI and UX lead for the Horizon Zero Project. Provided branding, design and motion graphics for online and physical product. Included print and conceptual design.

THOUGHTSHARE COMMUNICATIONS Vancouver, Canada
2000 – 2001
UI & UX Design, Motion Graphics

Part of the design team tasked with creating the UX for our proprietary in-house visualization software. Work included motion graphics, as well as print design and product packaging.

DNA PRODUCTIONS & DNA MEDIA SERVICES Vancouver, Canada
1996 – 2000
UI & UX Design, Art Director

Part of a team that provided full services including conceptual work, design and localization. **Clients:** Adobe Systems Inc., Microsoft, Nikon Inc., National Film Board of Canada, Syrinx France, as well as work on our own in-house content such as Einstein's Dreams and Silk Road.

EDUCATION

SIMON FRASER UNIVERSITY Burnaby, Canada
School for the Contemporary Arts
1988 – 1993
Bachelor of Arts

EMILY CARR INSTITUTE OF ART AND DESIGN Vancouver, Canada
Design
1994 – 1996

PUBLICATIONS

HOME AWAY FROM HOME
2007

Producer, director and designer of bestselling Vancouver-based cookbook of recipes from second-generation Japanese-Canadian seniors. Part practical guide, part historical archive, the book has sold over 10,000 copies and featured on CBC, The Vancouver Sun and The Globe and Mail. Second printing was in 2010. ISBN: 978-0-9783378-0-3.

HONOURS

AKIRA KUROSAWA SHORT FILM FESTIVAL 2007
"TWO"
Honourable Mention Award

Designer, storyboard artist and actor for short Los Angeles, USA based film that was produced in 2006. Colour / 12 minutes.

LOS ANGELES SHORT FILM FESTIVAL 2005
"THE COLLECTOR"
Selected Finalist

Co-Director, storyboard artist, and designer for short Los Angeles, USA based film that was produced in 2004. Colour / 15 minutes.

NEW MEDIA INVISION AWARD 1999
"EINSTEIN'S DREAMS"
Best Multimedia Title

Provided UI and UX design for multimedia title based on Alan Lightman's novel "Einstein's Dreams" that visually explored Einstein's theories during what was known as his Miracle Year.

EMMA AWARDS 1999
"EINSTEIN'S DREAMS"
Good Design Award

Provided UI and UX design for multimedia title based on Alan Lightman's novel "Einstein's Dreams" that visually explored Einstein's theories during what was known as his Miracle Year.

"Be the designer of your world and not merely the consumer of it."

- James Clear