

Biography

I grew up farming in rural North Dakota. Farming as a profession can be described as a series of disasters that arise continuously throughout every day. This continuous analysis of the challenge of the moment creates a unique approach to problem solving. Armed with nothing but your wits, a set of tools and the knowledge that only you can get the job done there is no choice but to push on and accomplish your task.

This experience is why I am so taken by the process of media design. Much like farming the design process can easily be described as a series of problems that need to be solved. I enjoy knowing that armed with my wits, a set of tools and now, usually, a team of people that we can find solutions to problems that arise in the course of creative work.

Education

University of Minnesota Duluth 2010 – Present

progress toward MFA Graphic Design

Currently researching creative storytelling as a means to produce effective communication tools across multiple mediums; exploring with video, typography, and web.

Graduate Teaching Assistant

Studying current theory in education. Sole instructor for Intro to Art 1002.

The Art Institutes International Minnesota 2006 – 2009

B.S. Interactive Media Design

Study of design in interactive media with a focus on usability research and testing as well as web scripting. Use of photography, video, audio, and vector.

Experience

Graduate Teaching Assistant, UMD 2010 – 2011

Digital Developer Intern, Periscope, Minneapolis, MN 2009

Technology Intern, MNFashion, Minneapolis, MN 2008

Auditor, Time Warner Cable, Minneapolis, MN 2002 – 2006

Line Supervisor, Valley Aviation, Fargo, ND 1999 – 2001

Skills

Web

Design research, usability testing, web standards
Scripting languages XML, HTML, CSS, PHP
Currently exploring Javascript

Photography Video Audio

While not a professional photographer I do have extensive knowledge and practice with digital as well as traditional photography.

Tape based as well as digital video and DSLR cameras and capture.

Video production with Final Cut Pro, Adobe Premier, After Effects

Audio production with Pro Tools, Reason, Ableton Live, Soundbooth, Soundtrack

Computer

Mac and PC operating systems
Microsoft Office
iWork
Adobe Creative Suite Applications

Education

Understanding of pedagogical learning theory used in creation of learning tools, assignments, curriculums