

>> **OBJECTIVE**

Reinvigorate the marketing/advertising arena through digital media, live events, street marketing, branded entertainment and more...

>> **EMPLOYMENT**

11.07 - Present

Savage Studio - New York, NY (Executive Producer, CEO)

03.07 - 11.07

Young & Rubicam - New York, NY (Senior Freelance Digital Producer)

- Provided tactical recommendation on how to streamline the interactive process
- Educated creative teams of technological feasibility in the interactive space
- Researched new opportunities to be leveraged in ad campaigns
- Monitored the overall production process

List of clients: Accenture, The Alliance for Climate Protection Pitch, NY Post "More Six" campaign, NHL

11.05 - 03.07

R/GA - New York, NY (Digital Producer)

- Handled all client/team communications
- Supervised online production process: led brainstorming sessions; revised and approved all major deliverables
- Was responsible for documenting process by providing client with project plan proposal, draft directions, creative briefs, schedules etc...

List of clients: Nokia, VZW & Verizon

06.05 - 10.05

Freestyle Collective - New York, NY (Freelance Multi-media Producer)

- Oversaw multi-platform projects; implemented work plans, production schedules, budgets and managed 2D /3D designers

List of clients: CMT "Man vs Vegas"

06.04 - 10.04

The Ebeling Group - New York, NY (Freelance Multi-media Producer)

- Handled all facets of production from pitch to delivery

List of projects: Toyota "Put In Play" Microsite; Outdoor Life Network "Gravity Games TV redesign"; Cartoon Networks "Fosters TV Promo"; Playstation "Antigrav Game Design"

09.03 - 03.05

United Nations - New York, NY (Project Manager Consultant)

- Implemented budget and schedule for launch of Human Development Reports 15 years Website and CDROM
- Managed international vendors/designers

02.01 - 07.03

Buf Compagnie - Paris, FRANCE (Visual Effects Producer)

- Oversaw projects from pre-production stage to master delivery
- Supervised graphic design team by communicating directors artistic requirements

List of projects: (commercial) Air France "Air", Gatorade "Goutte": Michel Gondry; Nintendo "Cube", Eric Ifergan; (features) 2 Fast & Furious, John Singleton; Finding Neverland, Marc Forster

10.98 - 01.01

Broadcast Video Inc. - Miami, FL (Production Coordinator)

- Worked closely with producers in the development of on-air projects for DirecTV and MTV Networks Latin America

01.97 - 09.98

MTV Latin America - Miami, FL (Production Assistant)

- Assisted in production of "Mastermix" show

09.95 - 12.98

WVUM 90.5FM - Miami, FL (DJ, Promotion Manager)

- Collaborated with local DJ/performers to innovate station's feel and Djed a 3 hour prime time show

>> **SKILLS**

- *Project Management:* Microsoft Office Project, Excel, PPT, Visio, FTP softwares etc...
- *Web / Design:* Illustrator, Photoshop, Flash, Director, Dreamweaver, Fireworks, Omnigraph
- *Programming:* ActionScript, HTML, some PERL
- *Video:* Final Cut Pro, Avid, After Effects
- *Languages:* Fluent in French and Spanish

>> **EDUCATION**

2003 - 2005

Tisch School of the Arts (NYU) - New York, NY
Masters in Interactive Telecommunications

1995 - 1998

University of Miami - Miami, FL
BA in Broadcasting and Political Science