

## OVERVIEW

Seasoned executive producer and creative director with proven success in print, video, web and interactive projects.

Versatile, hands-on manager of clients, creatives and technologists with an aptitude for "many-hats" startup environments.

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## WORK EXPERIENCE

### **Executive Producer: Obscura Digital, Inc.**

**June 2009 - Present**

Managing client relationships and budgets of large, multi-platform interactive experiences for Kodak, Google and other clients. Providing creative direction and managing interactive producers and creative teams. Implemented job tracking and resource allocation procedures.

### **Producer: Mekanism, Inc. 2005-June 2009**

Producer of live-action, animation and interactive projects for award-winning San Francisco production company. Responsibilities included client management, budgeting and project management. Managed creative and technology teams, bridging creative vision and technical realities. Represented Mekanism as point of contact with clients as well as agencies. Wrote and presented pitch decks and creative briefs. Reviewed legal documents such as Master Service Agreements. **Mekanism** was recently named to Boards Magazine's Top 20 Production Companies worldwide. Clients included: EA Games, Microsoft, Ubisoft, ConAgra, CurrentTV.

### **Freelance Producer, Creative Director 2002-2006**

Producer and creative director for a wide range of clients and projects, in multiple media. Managed and coordinated designers, writers, video editors and programmers to produce corporate videos, ads, web sites and interactive content.

Clients included: Kenwood Group, Safehouse, InVision.

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### **Partner and Director of Business Development: Hot Studio, Inc. 2000-2002**

Account management, client relations, new business for 22-person San Francisco interactive design firm.

Directed marketing efforts and landed new business during challenging "post dot com" period. Worked with company attorneys on contracts, M&A inquiries.

Clients included: Charles Schwab, Sun Microsystems, UCSF.

### **Principal: Muller Studio 1989-2000**

Lead designer and project manager, overseeing the production of websites, online and traditional ads. Managed staff and freelancers, ran all aspects of the business.

Merged with Hot Studio in 2000 in exchange for equity position in Hot.

Clients included: Apple, U.S. National Park Service, Sutter Home Vineyards.

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## EDUCATION

### **Stanford University**

BA, Studio Art: Photography, 1986.

Phi Beta Kappa.

### **San Francisco State University**

MA, Cinema Production, 1996.

Eastman Kodak Award.

## OTHER INTERESTS

**Inventor:** Conceived, authored and successfully prosecuted US Patent 7421482 - "Method and system for providing rich media content over a computer network". Oversaw successful sale of patent.

**Monologist:** Regular contributor to San Francisco's Porchlight live storytelling events.