

2070 North Bay Dr.
Cleveland, Ohio 44094

ezzo.pixerpro.com (classroom student portfolio work)
www.creative127.com Studio127 (professional work)
www.pixerpro.com (video)

TEACHING and LEARNING (continued)

Motion Graphics

Introduce graphic design majors into motion graphics using software which includes After Effects and Tumult Hype. Emphasis is placed on learning the principles of motion graphics and implementing them through class projects.

Studio Skills

Introduce freshmen graphic design majors into learning craft, page layout, and principles of graphic design .

Graphic Design I and II

Second year students are introduced to design problem solving skills.

Media Design

Emphasis on current multimedia formats: video/motion, web, and mobile applications. Students focus on the design process from research and conceptualization to presentation and implementation with respect to interactive and motion driven mediums. ***Developed all course materials.***

Fundamentals of Graphic Design

An introduction to the Graphic Design Principles and Adobe software: InDesign, Photoshop, Illustrator. ***Developed all course materials.***

Typography & Advanced Type

Development, terminology, letter form, classification, selection and specification of typefaces. Emphasis on aesthetic and communicative aspects of typography. Introduction to techniques used to indicate type and images. ***Developed all course materials.***

Portfolio

Responsible for arranging and organizing college wide senior portfolio show. Prepare students for real world interviews. Instruct, graphic designers, illustration, game designers, and video majors for various presentation skills. ***Developed all course materials.***

Graphic Design & Illustration

Techniques, tools and skills in creating commercial illustration using various applications to integrate type and visuals. ***Developed all course materials.***

Package Design

Comprehensive package course from initial concept to presentation of dummies and mock-ups. Conceptual thinking and problem solving using typography, color and images on folded and soft packaging. Methods, materials, practical and production considerations involved in packaging design. ***Developed all course materials.***

Corporate Graphics/Brand Identity

Comprehensive overview of corporate graphic design with emphasis on the design process in creating corporate and brand identity. ***Developed all course materials.***

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(continued)

2D Design

Technical and aesthetic fundamentals in the creation of two-dimensional Designs for print, interactive, broadcast and other media utilizing industry standard 2D graphics and design applications.
Developed all course materials.

Advertising & Design

Survey of fundamentals of advertising and design for print and other media with overview of industry's past and present. Examination of design process and appropriate types and uses of research. Examination and evaluation of layouts and delivery modes, evolution of presentations from thumbnails to storyboards, and critical analysis of designer/client relations. Additional topics reinforce materials usage, technical and hand skill development, and application of presentation techniques to real-world problem-solving applications.
Developed all course materials.

Production

Instruct students on the process of file set up, packaging, die-cut, spot colors, for final file set up sent to the printers.
Developed all course materials.

Web Design 1

Basic computer coding with the introduction to HTML and CSS.
Developed all course materials.

Environmental Design

Environmental Graphic Design (EGD) embraces many design disciplines including graphic, architectural, interior, landscape, and industrial design. ***Developed all course materials.***

PROFESSIONAL EXPERIENCE

PIXER Video & Studio127 Design (1998-present)

Owner of graphic design and video services.

American Greetings (1998-2000, 2004-2008) - freelance

Work in the Agency division of American Greetings designing cards, posters, collateral material for non-profit corporations

MATRIX/L'OREAL - Art Director (2000-2001)

In charge of the cosmetic and Amplify line. Arrange and directed photo shoots, attended press checks, oversee freelancers.

Steris Corporation - Sr. Graphic Designer (1999-2000)

Developed print and trade show graphics for incentive marketing product lines supporting corporate strategies. Directed photo shoots.

Ernst & Young LLP- UI/UX Multimedia Animator (1994-1996, 2001)

Animator of graphics and UI for on-line training content.

