

Education

Parsons The New School for Design, Masters of Fine Arts (MFA) in Design and Technology, New York 2008

American University of Beirut - Bachelors in Graphic Design (BGD), Faculty of Engineering and Architecture, 2000

Software Skills

Proficiency of both Mac and PC platforms

Adobe Illustrator, Photoshop, Quark Xpress *Image Processing and Layout*

After Effects, Flash, Final Cut Pro *Motion Graphics and Animation*

HTML, CSS, Dreamweaver, Macromedia Director *Interactive/Web Design*

Cinema 4D, Maya 3D Modeling and Animation (beginner level)

Professional Experience

Motion Graphics Designer/ Animator Intern at SHILO West, LaJolla. (current)
Design, StoryBoard, Develop and Animate as part of a team on projects including:
KCA 2009 Nickelodeon Kids' Choice Awards, Wii + EA, Mcdonalds, Triscuit.

Freelance Interactive Designer/ Animator. (2000-present)

Developed conceptual design solutions across different media to meet client needs
Designed and Produced Multimedia Designs and Animations.

Client base included: Current TV, Future TV, Banque Saradar, Grand Hills Hotel

Senior Designer/ Art Director at BornInteractive New Media (2000-2003)

Conceptualized and produced Web, Digital Media and Print to meet client's vision

Supervised Junior Designers and Interns to meet project needs and schedule

Successfully worked as Project Manager/ Team Leader on several projects

Maintained local client base including: Toyota Lexus, GS, Imperium Residence.

Professional Accomplishments

NYC ACM SIGGRAPH's MetroCAF 2008, New York.

The Ninth Annual Parsons Animation and Digital Video Festival, New York.

2008 MFA Thesis Show at the Chelsea Art Museum, New York.

Recipient of the Graduate Dean's Scholarship at Parsons School for Design

