



Work History

Death Defining Entertainment

2022-2023

Video Game Art Director

Tasks: concept art, creation of 2D assets, 3D prototyping, scenario/narrative writing, unity UI implementation, oversight of 3D artist, collaboration with developer.

Comic Artist

2019-2022

Tasks: writing and drawing fictional and biographical comics for both young adult and adult audiences, coloring, print preparation

Example publications:

“Becoming Who We Are” published by A Wave Blue World ([Link](#))

“Home on Hold” published by Pueblo Unido ([Link](#))

“Dilating After” published by Oh Joy Sex Toy/Erika Moen (18+ queer sex education comic)

Japanime Co. Ltd.

2007-2010

Translator/Assistant to the CEO

Tasks: print translation and in-person interpreting (Japanese/English), print design, social media management and content, web design/development, management of college interns

Example publications:

“The Manga Cookbook” design, layout, translation, recipe testing ([Link](#))

“Kanji de Manga: Yojjukugo” project planning/research, translation, design ([Link](#))

“Samurai Confidential” layout, lettering ([Link](#))

La Carmina and the Pirates

2010-2018

Lead Translator (Japanese/English), Film Fixer

Tasks: on and off-camera translation and interpretation (Japanese/English), arrangement/management of on location plans and film permissions in Japan, talent/actor hiring management, design of company branding and materials