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"The Tomorrow War (Ghostdraft)"	<u>Art Director</u>	Feature, 2019-2020
Production Designer: Peter Wenham    Supervising Art Director: Brad Ricker		
"Doom Patrol"	<u>Supervising Art Director</u>	Season 1, 2018
Production Designers: Michael Hanan, Grace Walker    Line Producer: Gideon Amir		
"Kansas City"	<u>Art Director</u>	Pilot, 2018
Production Designer: Christopher Glass    Line Producer: Merrill Karpf		
"The Front Runner"	<u>Art Director</u>	Feature, 2017
Production Designer: Steve Saklad    Director: Jason Reitman    Producer: Michael Beugg		
"Spider-Man: Homecoming"	<u>Set Designer</u>	Feature, 2017
Production Designer: Oliver Scholl    Supervising Art Director: Brad Ricker		
"Halt And Catch Fire"	<u>Art Director</u>	Season 4, 2017
Production Designer: Ola Maslik    Line Producer: Jeff Freilich		
"24 LEGACY"	<u>Art Director</u>	Season 1, 2016-17
Production Designer: Craig Sterns    Line Producer: Jonathan Pare		
"Halt And Catch Fire"	<u>Art Director</u>	Season 3, 2016
Production Designer: Craig Sterns    Line Producer: Jeff Freilich		
"Game of Silence"	<u>Art Director</u>	Season 1, 2014
Production Designers: Carlos Barbosa, David Novotny    Line Producer: Jean Higgins		
"Halt And Catch Fire"	<u>Art Director</u>	Season 2, 2014-15
Production Designer: Christopher Brown    Line Producer: Jeff Freilich		
"Ant-Man"	<u>Art Director</u>	Feature, 2014
Production Designer: Shepherd Frankel    Director: Peyton Reed		
"Survivor's Remorse"	<u>Art Director</u>	Season 1, 2014
Production Designer: Chase Harlen    Line Producer: Hilton Smith		
"Halt And Catch Fire"	<u>Art Director</u>	Season 1, 2013-14
Production Designer: Christopher Brown    Line Producer: Jeff Freilich		
"Line of Sight"	<u>Art Director</u>	Pilot 2013
Production Designer: Ford Wheeler    Line Producer: Jeff Freilich		
"Solace"	<u>Art Director</u>	Feature, 2013
Production Designer: Brad Ricker    Director: Afonso Poyart		
"Devious Maids"	<u>Art Director</u>	Season 1, 2012-2013
Production Designer: Doug Kraner    Line Producer: Gideon Amir		
"The Following"	<u>Art Director</u>	Pilot, 2012
Production Designer: Ruth Ammon    Director: Marcos Siega		
"COMA"	<u>Art Director</u>	Mini-Series, 2011-2012
Production Designer: Corey Kaplan    Director: Mikael Salomon		

“Hunger Games: Catching Fire”	<u>Assistant Art Director</u>	Feature, 2012
Production Designer: Phil Messina, Supervising Art Director: John Collins		
“42”	<u>Assistant Art Director</u>	Feature, 2012
Production Designer: Richard Hoover, Supervising Art Director: Aaron Haye		
“What To Expect When You’re Expecting”	<u>Assistant Art Director</u>	Feature, 2011
Production Designer: Andrew Laws, Supervising Art Director: James Truesdale		
“The Odd Life of Timothy Green”	<u>Assistant Art Director</u>	Feature, 2010-2011
Production Designer: Wynn Thomas, Art Director: James Hegedus		
“Footloose”	<u>Assistant Art Director</u>	Feature, 2010
Production Designer: Gary Steele, Art Director: Chris Cornwell		
“American Reunion”	<u>Senior Set Designer</u>	Feature, 2011
Production Designer: Bill Arnold, Art Director: Elliot Glick		
“Mommas: Like Father, Like Son”	<u>Senior Set Designer</u>	Feature, 2010
Production Designer: Meghan Rodgers, Art Director: Mark Garner		
“Detroit 1-8-7”	<u>Set Designer</u>	Pilot, 2010
Production Designer: Chuck Parker, Art Director: DG Moody		
“The Glades”	<u>Set Designer</u>	Pilot, 2009
Production Designer: Derek Hill; Art Director: DG Moody		
“Life As We Know It”	<u>Set Designer</u>	Feature, 2009
Production Designer: Maher Ahmad; Art Director: Austin Gorg		
“Five Killers”	<u>Set Designer</u>	Feature, 2009
Production Designer: Missy Stewart; Art Director: James Truesdale		

Memberships ADG Local 800

Education Master of Architecture SCI-Arc (Southern California Institute of Architecture), 1996  
Study Abroad (Ticino, Switzerland) SCI-Arc VICO, 1994  
Bachelor of Science (Architecture) Georgia Institute of Technology, 1991

Software Rhino 6, SketchUp 2019, UnrealEngine, MicroStation V8, Adobe Creative Cloud Suite