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SUMMARY OF QUALIFICATIONS

Extensive training in both efficient and high-end digital development as well as conceptualization and prototyping. Experience developing and working in-engine. Solid 3D art skills as well as traditional art skills and compositional theory. Strong desire to inspire through creativity and skilled execution. Eager for critique and means of improvement. Demonstrated exceptional collaborative and interpersonal skills. Highly articulate; excellent communication skills. Self-motivated, passionate, and inventive artist.

TECHNICAL PROFICIENCY

Autodesk 3D Studio MAX, Autodesk Maya, Pixologic ZBrush, Unreal Engine 3, Infernal Engine, Adobe Photoshop, Adobe Flash, Adobe Illustrator, Windows OS and Mac OS.

ADDITIONAL SKILLS

X-Normal, Crazy Bump, NVidia Normal Mapping plug-in, Adobe Dreamweaver, MEL Script, Uscript, Kismet.

EDUCATION

Bachelor of Science - Game Art & Design

The Art Institute of California – San Diego

EXPERIENCE

BUZZ MONKEY SOFTWARE

Artist

Eugene, OR
May 2010 - Current

ESPNU: College Town

Generated hundreds of unique, stylized building concepts and 3D models for use in game.

Facebook

BlockRogue

Generated entirety of stylized, hand-painted art assets and UI based on initial designer artwork

iPhone/Android

Unannounced Titles

Generated various, stylized concepts, illustrations, models, environments, and textures for both pre-rendered and real-time projects.

PS3/Facebook/Various

SONY ONLINE MENTORSHIP PROGRAM

Co-Lead Concept / Texture artist

San Diego, CA
August 2009 – November 2009

Created concept art, hand-painted textures, models and engine lighting/effects beside a team of eight, creating an environment in the style of Sony Online Entertainment's *Free Realms*. Worked under the guidance of SOE's art team and director. Presented final environment to SOE's Free Realms team with great appraise.