



EXPERIENCE

5th Cell Bellevue, WA current

3D Environmen Atrist

Responsibilities Include working with lead concept and level designers to create rich in game environments. Blocking out levels and game play in a level editor. Modeling hi-poly and low-poly models in Maya and Z brush. Creating highly detailed color (diffuse), normal, spec, and ambient occlusion maps.

Kuma Games New York, NY 2006-09

Junior Artist

My job responsibilities Include modeling hi-poly and low-poly models in Maya and Z brush. Preparing UVs and producing diffuse, normal, spec, and ambient occlusion maps. I also have experience rigging, and animating props.

Pythia (contract)New York, NY Nov2008 – April 2009

Lead Graphic Designer

I worked as a contract artist to develop the branding and look of this start up company. I developed and created logos and imagery to be used on company web site and promotional material. I also produced in game 3D assets for their software.

Cygalle Dias (contract) New York, NY 2007 – April 2008

Motion Graphic Designer

I worked with web programmers to design and deliver a web site for Cygalle Dias. I created concept and assets including flash

SignExpo New York, NY 2004-2006

Senior Designer

I was lead designer on a variety of projects from branding, logos, advertising, signage, posters, graphic displays and props for TV commercials.

I used adobe illustrator and photoshop daily, and worked closely with printers and production artists to deliver finished products to our clients. Some clients included, Apple, Comedy Central, Verizon, ESPN

Highlights

Games worked on and released

2009 50,000 views on youtube "3D modeling demo reel 2007"

2009 WWII Experience History Channel

2008 Dog Fights for History Channel and Mobsters for Spike TV

EDUCATION

Maine College of Art Portland, ME

BFA New Media

New Hampshire Technical College Manchester, NH

AS Commercial Design and Illustration

COMPUTER SKILLS

3-D Applications

Maya
XSI
3DMax
ZBrush
Mudbox
BodyPaint
Xnormal
Headus UV layout

2-D Applications

Photoshop
Illustrator
Corel Painter
Flash
Dreamweaver
After Effects
AlienBrain
MS Word

Game Engines

Source Engine
Unreal Editor 3

SKILLS

A hard working, team player with problem solving skills. I am punctual, quick to learn, and motivated. My experience thus far has taught me that making games is about working within an amazing group dynamic. I also love to play video games as well as make them, so I offer more than just computer skills. In general, I am looking to use my well rounded abilities to make creative games.