

Objective

- Become a valuable asset to art teams in both leadership and subordinate roles.
- Improve and build upon my existing skills and expand into new ones.
- Obtain a challenging position with room to grow as both an artist and person.

Qualifications

- Interpret concepts and art direction to create a final assets for production.
- Creating assets for Games, Cinematics, Television, and or Film.
- Ability to adjust from Character creation to Prop and Environment creation or other aspects of a pipeline when needed.
- Self motivated and able to adjust throughout a project to meet expected goals.

Skills

3D Applications

- 3D Studio Max
- Maya
- Zbrush
- Mudbox

2D Applications

- Photoshop
- Illustrator

Expanded

- Unfold 3D
- Bodypaint
- Xnormal
- Unreal

Compositing

- Combustion
- After Effects
- Premier
- Vegas Video

Credited Game Titles

- Lunar Racing Championships
- Ben 10: Alien Force
- Blitz 2: The League
- The Legend of Spyro: The Eternal Night

Uncredited Game Titles

- Blacksite Area 51
- Line Riders
- Kinslayer: GDC Demo
- Pirates of the Caribbean Online
- Heist
- God of War 3 (Studio Test)
- ICT Gunslinger
- ICT DHS

Television

- The History Channel: Patton 360
- Red Bull No Limits Commercial 2010

Experience

Mosaik Studios

February 2010 - June 2010

Title: 3D Artist

- Responsible for previs, asset implementation from deliverables from client, shot preparation
- Modeling, Texturing, Zbrush Detailing.

TigarHare Studios

December 2009

Title: 3D Artist

- Responsible for mass texturing and prop placement on commercial.
- Modeling, Texturing, Zbrush Detailing, Basic Lighting.

VirtuePlay

December 2008 - July 2009

Title: 3D Artist (Vehicle Artist)

- Responsible for creating and implementing racing vehicles and other environment assets into the engine.
- Modeling, Texturing, Collision Creation, Asset Implementation, Troubleshooting.
- Work with concepting to design a functional vehicle that meets both design and engineering needs.

Crazybridge Studios

November 2008 - December 2008

Title: Freelance 3D Artist (Character Artist)

- Created character assets for TV Series (Patton 360, History Channel).
- Modeling, and Texturing.

Technicolor Interactive

April 2007 - February 2008 / April 2008 - November 2008

Title: Character Artist

- Worked with Art Directors, Senior and Junior Artists to build assets as a team for pre-rendered projects as well as game assets.
- Manage assets from junior artists and implement those assets into the pipeline.
- Modeling, Texturing, Prop Rigging, Blend shape creation, Lighting, Rendering.
- Responsible for meeting strict deadlines on multiple projects simultaneously.

Education

Art Institute of Las Vegas

October 2004 - March 2007

B.F.A. - Media Arts and Animation - Focus: Design and Creation

References - (contact information upon request)

- Zack Petroc - *Art Director*
- Stephen Fedasz - *Art Director*
- Dan Smith - *Producer*
- Robert Burton - *Lead Env Artist*
- Joe Mcguffin - *Producer*