

Objective

To obtain a position in a game studio that challenges me both artistically and technically, as well as encourages continued growth of skill sets.

Industry Experience

Monolith Productions, Technical Artist (Dec 2009 - Present)

"Unannounced Project"

- FX Art
 - Asset creation
 - Tools expansion
 - Gameplay Systems design
 - Employee Training

"Cancelled Project"

- Tools
 - Concept
 - Prototyping
 - Testing
 - Documentation

Surreal Software, Technical Artist (March 2008 - Dec 2009)

"This Is Vegas"

- Tools
 - Concept
 - Documentation
 - Testing
- Asset Creation
 - Vehicles
 - Weapons
 - Modular environment pieces
 - Collision volumes
- Memory profiling

Handheld Games, Intern (June 2008 - Dec 2008)

"Phinnes and Ferb", "Disney Fairy Princesses"

- Pixel art
- Background painting
- Sprite animation
- Character concept

Education

Art Institute of Seattle

2006 - 2008

Bachelor of Fine Arts, Game Art and Design

Dean's List, Graduated with Honors

Madison Area Technical College

2002-2004

Associates of Fine Arts, Interactive Media and Design

Software / Languages

- 3D Studio Max
- Maya
- Zbrush
- Adobe Photoshop, Illustrator, After Effects, Premier, Flash
- Unreal 3 (Kismet, UnrealScript)
- Unity, Unity iPhone
- Microsoft Visual C#, XNA
- Javascript
- Maxscript
- HTML