

## Professional Experience

THQ

Character Artist III (September 2011 - Present)

CANVAS, Total Conversion Mod of Halflife 2: Episode 2

Character Artist (June 2011 - Present)

- Concept art, modeling, and texturing for modular NPC

Kumkwat Entertainment

Contract Character Artist (July 2010 - Present)

Unannounced indie action/adventure RPG slated for release on XBLA in Spring 2012)

- Modeling and texturing for hero characters, NPCs, and props
- Worked from provided concept art
- Worked with minimal supervision to maintain visual consistency across assets

Magnifi Group

Art Generalist (July 2005 - February 2009)

- Production of rendered 3D medical animations featuring anatomy and medical products
- Storyboarding, 3D asset creation, rigging, animation, rendering, compositing, and video editing

## Professional Skills

- Texture creation
- Digital sculpting
- Drawing and painting
- Human and animal anatomy
- Subdivision modeling
- In-game poly modeling
- Efficient UV layout

## Software Knowledge

- Unreal Engine 3 (UDK)
- 3ds max
- ZBrush
- TopoGun
- Headus UVLayout
- xNormal
- BodyPaint
- Marmoset Toolbag
- Photoshop
- Illustrator
- After Effects
- Premiere

## Education

Watts Atelier of the Arts

figure drawing, head drawing, quick sketch, oil painting, gouache painting

Sinclair Community College (September 2002 - November 2004)

Graduated - Associate of Applied Science, Visual Communications

Phi Theta Kappa

Art Institute of Pittsburgh (October 1998 - June 2001)

Graduated - Associate of Specialized Technology, Computer Animation