

Skills

Software

- 3DS Max
- Photoshop
- ZBrush
- Flash
- Maya
- XNormal
- After Effects

Engines

- UDK
- Marmoset Toolbag
- GuildEd
- Unity 3D
- Game Maker

Experience

Guildhall at SMU

Midgard Saga

-modeled and textured buildings and props for a Viking-themed tactics game

-created modular assets and imported them into UDK

Environment Artist

Jun 2013- Dec 2013 (6 months)

Remnant

-created characters and props for a CTF-style first person shooter

Character and Props Artist

Jan 2013- May 2013 (4 months)

Chronoception

-Created and animated assets for a 2D side-scrolling game

2D Artist

Oct 2012- Dec 2012 (3 months)

Handheld Games Corp

TouchSports Tennis 2011

-Updated existing art as well as created new art for an iPhone tennis game

3D Art Intern

Jul 2011 – Sep 2011 (3 months)

Contract Work

Go Green Go! Rodney Raccoon

-Designed and assembled levels for an educational browser-based platformer

Level Designer

May 2012 – Jul 2012 (3 months)

-imported assets into Unity 3D

Art Institute of Seattle

Tutored other students in Maya,
Photoshop, and Algebra

Student Peer Tutor

2009 – 2011 (2 years)

Education

Guildhall at SMU

Plano, Texas

Masters in Interactive
Technology,
Art Creation (in progress)

2012-2014 (expected)

Art Institute of Seattle

Seattle, Washington

Bachelors of Fine Arts,
Game Art and Design

2008- 2011

Accomplishments and Activities

Guildhall Student Activities Committee

- Cohort 19 Art Creation Representative (September 2012-Present)
- President (February 2013 -July 2013)
- Organized meetings, created posters, and hosted various events

Hobbies and Interests:

Watercolor Painting, Running, Video Games, Fantasy, Science Fiction, History, Trumpet
Playing, Board Games, Art Museums