

- PROFILE:**
- 15 years experience creating assets for games and films, plus 3 years leading co-dev art teams.
 - Thorough understanding of game pipelines, with proven technical problem-solving skills.
 - Excellent communication skills, whether it be in person, over video call, e-mail, or text chat.
 - Passion for great characters, fun stories, all forms of drawing, and visually appealing games.

EXPERIENCE:

Disney: Interactive Experiences - Senior Artist, Creative *Nov 2019 - July 2023*

- Created CG assets for game characters within Unity, working towards a reusable library.
- Leveraged Substance Designer/Painter to create procedural and hand painted textures.
- Managed art outsource team assets, aesthetic quality, and organizational procedures.

Industrial Light & Magic - Texture Artist *Nov 2015 - Nov 2016*

- Textured stunning environments and characters for *Dr. Strange* and *Transformers 5*.
- Provided accurate time estimates, managed multiple tasks, and delivered assets for hard deadlines.

Sanzaru Games, Inc. - Shader Artist *July 2015 - Nov 2015*

- Prototyped and iterated on models, textures, shaders, and lighting for a VR game made in Unreal.
- Designed a flexible shading system for efficient, procedural editing of in-game character assets.

Rhythm & Hues Studios - Texture Painter *Apr 2010 - Mar 2013*

- Created materials and textures for a variety of films, including VFX Academy Award winner *Life of Pi*.
- Lead an outsource team by providing targets, visual reference, and consistent feedback.

Fisher-Price - 3D Artist & 2D Animator *May 2009 - Dec 2009*

- Modeled, textured, and rendered fully CG scenes for DVD episodes based on popular toy lines.
- Participated in creative brainstorming sessions, created concept art, storyboards, and 2d animations.

TEACHING:

SAE Expression College - Game Art Faculty *May 2017 - Dec 2018*

- Trained students to produce quality 3D models and textures, focusing on aesthetics and artistic vision.
- Directed animated shorts for group projects, critiquing story, design, animation weight and timing.

Art Institute and Cogswell Polytech - Game/Animation Instructor *Oct 2014 - July 2015*

- Created and taught classes including, but not limited to • Concept Development • Web Design
- Texture and Lighting • Modeling • CG Portfolio • Animation • Group Project • Digital Painting

SKILLS & EDUCATION:

- Proficient in Maya, Mari, Substance Designer & Painter, Photoshop, Unreal, Unity, and Z-brush.
- Experience with several different 2D animation software packages, as well as 3D rendering tools.
- Team-player with a passion for learning new technologies and sharing knowledge.
- MFA in Animation - Savannah College of Art & Design (Savannah, GA) - May, 2008
- BFA in Art - Southern Oregon University (Ashland, OR) - June, 2004