

Passionate, experienced artist with 5+ years in games and animation. Self-motivated and proficient in a variety of digital and traditional media, with excellent troubleshooting ability. Able to receive and provide direction, and collaborate with diverse personalities and skill sets.

Experience

International Academy of Design & Technology, Tampa, FL Feb 10-Present

Online Adjunct Instructor – Game Production

- Teach online classes for Modeling II, Game Animation, Sound Design, User Interface, and Survey of the Game Industry.
- Facilitate class by providing in-depth tutorials, critiques, and supplemental material.
- Participate in advisory board by providing feedback on current and future curriculum.
- Tools used: Maya, Photoshop, Illustrator

Budcat Creations/Activision, Iowa City, IA Feb 09-Jan 11

Artist

- Modeled stylized characters and hand-painted textures.
- Rigged characters and created animation cycles for use in Unity.
- Created flash illustrations and animation.
- Lit and textured environments for the Wii and 360 using proprietary toolset.
- Designed, implemented, and animated User Interface.
- Managed 15 artists as Lead Artist on Top Shot Arcade, from concept to implementation.
- Collaborated with Tools and Tech department to develop high end, multi-platform engine.
- Accurately scheduled various projects.
- Organized development/skill building days for art department.
- Excelled at performance optimization and bug fixing on multiple projects.
- Tools used: 3dsMax, Photoshop, Unity, Flash, Perforce, 360 XDK, NDEV, NitroDS

Creative Industries & Technology/Good Kids Entertainment, Tempe, AZ Sep 05-Jun 08

Lead Artist

- Modeled, textured, rigged, and animated characters and vehicles.
- Managed internal team of artists and several outside contractors.
- Created storyboards and concept art, and edited video and sound.
- Accurately planned and budgeted an animated television pilot.
- Organized and reviewed job applications, and completed interviews.
- Tools used: Maya, Photoshop, After Effects, Muster, Audition, Project

3D Animator

Intern

Freelance Apr 05-Present

3D Art, Vector Art Various clients

- Character modeling, texturing, rigging and game animation cycles

Titles/Projects

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|--------------------------|-----------------|----------------------|--------------|---------------|
| <i>Top Shot Arcade</i> | Lead Artist | Activision/Budcat | Wii | Feb 11 |
| <i>PixMaze</i> | Artist | Activision/Budcat | DSi & iPhone | Feb 10 |
| <i>Our House: Party!</i> | Artist | Majesco/Budcat | Wii | Sep 09 |
| <i>Artemis Chronicle</i> | Animator/Rigger | Chimera Game Studios | XNA/360 | Aug 08-Feb 09 |
| <i>Drum God</i> | 3d Artist | USC Gamepipe | PC | Mar 07-May 07 |

Skills

Maya • 3dsMax • Lightwave • Mudbox • Zbrush • Photoshop • Illustrator • Flash • After Effects • Premiere • Pro Tools
 UnrealEd • Unity • Office • 2d Animation • Audio Recording/Editing • Digital/Traditional Painting • Storyboarding

Education

The Rydan Workshop

Feb 11-Apr 11

- Digital Concept Art Workshop

The Art Institute of Phoenix, Phoenix, AZ

Mar 06

- Bachelor of Arts in Media Arts and Animation
- Award for Best Portfolio – Media Arts & Animation

Affiliations

Member - International Game Developers Association

Sep 05-Present

Member - Student Game Developers Association

Aug 05-Mar 06