

3D Character Artist • Hard Surface Modeler • Visual Effects

SKILLS

Art Skills:

Organic Modeling; Hard Surface Modeling; Sculpting; Retopology; UV Mapping; Physically Based Rendering; Hand-painted Textures; Rigging; Animation; Rendering; Compositing

Software Skills:

Maya; ZBrush; Photoshop; After Effects; Marvelous Designer; Mudbox; Quixel Suite; Substance Suit; Headus Cyslice; Adobe Premier

EXPERIENCE

• Zero: Dawn of the Darklighters: 2014-Present

Lead Visual Effects Artist

Duties: Zero: Dawn of the Darklighters is an upcoming feature length sci-fi movie currently in production by Halo Cinematic. I am in charge of the VFX team responsible for all modeling, animation, and rendering in the film. Duties also include creature/character/ship design and 3D-to-practical prop workflows.

• Platt College San Diego: 2007-Present

3D Animation Instructor

Classes: Lighting and Materials, Hard Surface Modeling, Game Character, Anatomy, Advanced Organic Modeling, Portfolio Development, Intro to Maya

• Freelance VFX 2016-Present

I have worked on post production for local films in various capacities including Pre-Rendered Characters, Set Extension, Studio Stingers, and Title Sequences

• Freelance Product Design 2007-Present

Freelance modeler for product visualization and 3D printing with startup companies such as Velumus Eyewear (2007-2012) and Vital Smart (2016-Present)

EDUCATION

• Platt College San Diego: 2004 - 2007

Bachelor of Science: Media Arts (Emphasis in 3D Animation)

Associate of Science: Graphic Design

• Game Art Institute: Dec 2016

Character Creation for Games with Adam Skutt and Ryan Kingslien