

## SUMMARY

A proactive Environment and Prop Artist who uses a variety of processes and tools to produce outstanding worlds. Driven to recreate the vision of the Designers and become a Lead Designer or Art Director in the future.

## EDUCATION

**Ferris State University**  
Bachelor of Applied Science (B.A.Sc.),  
Digital Animation and Game Design  
2013 – Present (Graduation Fall 2017)

## EXPERIENCE

### Think Chromatic

#### Contract Artist on RoOomy\* and more.

*May 2016 - Present | Grand Rapids, MI, United States of America*

- Modeled hard/soft body game ready/cinema quality props using 3DS Max
- Created material finishes both custom and procedural using the Substance suite
- Managed small group of artists using Agile management to finish large volumes of props
- Video editing and post process work on renders/animations with After Effects and Photoshop
- Realistic lighting and rendering with V-Ray, and Corona
- Basic navigation of AutoCAD

### Ferris State University

#### Environment Artist, UX Designer, Graphic Designer on Senior Capstone\*

*January 2017 - May 2017 | Grand Rapids, MI, United States of America*

- Concepted and created an environment in two different styles showcased in Unreal Engine 4
- Designed, tested, and created posters and small booklets for print
- Taught the analysis of an art style and how students can apply it to their own work

### Reset Studios

#### Contract UI/UX Designer on Untitled Prototype

*September 2016 - December 2016 | Grand Rapids, MI, United States of America*

- Designed, tested, and created UI for an untitled game prototype to fit a targeted market
- Assets generated in Adobe Illustrator and Photoshop

### Underbite Games

#### Environment Artist (Internship) on Super Dungeon Tactics.\*

*August 2015 - December 2015 | Grand Rapids, MI, United States of America*

- Created hand-painted game ready medieval props for Super Dungeon Tactics

## ACCOMPLISHMENTS

- Eagle Scout
- Motovicity Distribution Receiving Process Graphic Pamphlet
- Deans List 2014,2015,2016, Spring 2017
- Lynda Product Photography Certification

\* = Shipped Product