

3D hard surface artist and consultant with +10 years of experience in sensitive corporate environments. Seeking to leverage +3 years of experience self-teaching and creating 3D models and 2D graphics to deliver epic scenes to audiences and clients.

## Relevant Experience

### Consultant

2016 - Present

Identify problems and concerns, research and recommend solutions to clients based on needs and specifications.

- *Slawson Companies, Commercial Real Estate* - Managed research, development, and presentation of a virtual reality entertainment tourist attraction facility with a valuation in excess of \$60 million. Incorporated market factors and conditions including alternative funding sources like Sales Tax Revenue (STAR) Bonds, EB-5 funding, grants, and gross receipts.
- *Fractured Reality Studios* - Identified art department software and personnel needs, file specification standards, and production barriers. Recommended solutions to owners.
- *Quickdraw Studios* - Identified art department software needs, production barriers, and non-personnel department operating budget.

### Managing Partner

*Dream Forge, LLC*

2013 - 2016

Established mobile applications studio and oversaw production of video games and mobile apps using Unity software engine.

- Directed art style, asset creation, UI wireframes, and UI assets with Adobe Photoshop and Illustrator, and managed outsourced contractors.
- Created and managed production schedules and operating budgets.

### 3D Modeler

*Saving Throw Studios*

2016

- Modeled, textured in Physically Based Render (PBR) style, and rigged 3D hard surface meshes using 3ds Max, Substance Designer, Substance Painter, and Adobe Photoshop.

### Prototyper

*Epic Games - Forum Community Member*

2014 - 2016

- Modeled and textured prototype 3D hard surface meshes in the PBR style using 3ds Max, Substance Designer, and Substance Painter for implementation into Unreal Engine and Unreal Tournament 4.

### Founder / Lead Level Designer

*Dream Forge Maps*

2012 - 2014

Established international team of level designers creating multiplayer levels. Oversaw production of levels, quality assurance, marketing, and consulting.

- 2 levels incorporated into official Activision Blizzard properties and events.
- 4 levels incorporated into major international eSports tournaments sponsored by Major League Gaming, ESL Gaming Network, Collegiate Star League, and Global Starcraft League.

## Core Skills

- Modeling
- Texture Baking
- Physically Based Render (PBR) Texturing

## Software

- 3ds Max
- After Effects
- Excel
- Illustrator
- InDesign
- Maya
- Microsoft Office
- Photoshop
- Premier Pro
- Publisher
- Quixel Suite
- Speed Tree
- Substance Designer
- Substance Painter
- Unity
- Unreal Engine 4
- zBrush

## Affiliations

American Institute of Graphic Arts (AIGA)

## Education

Masters of Public Administration  
*Wichita State University - 2015*

Certificate of Public Finance  
*Wichita State University - 2015*

Bachelor's of Science  
*Wichita State University - 2012*