



3D ARTIST

Education

BFA in Illustration
Virginia Commonwealth University

Graduated 2017 Magna Cum Laude

About

I'm a 3D artist specialized in environment art and hard surface design.

Skills

Maya, Zbrush, Substance Designer/Painter Quixel Suite 2.0, Unreal Engine 4

Experience

Game Artist
Daemon Games

Designing and crafting assets for characters, environments, and weapons for a new mobile MMO IP.

Concept/Story Artist
Learn Play Games

Produced 2D concepts for characters, environments, and props for a new mobile IP.

Junior Previs/Background Artist
VCU SIGGRAPH Computer Animation Festival

Created storyboards, backgrounds, and assisted in visual style development.

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