

## Skills and Abilities

- 3D Environment and Prop Modeling
- Modular Environment Construction
- Realistic and Hand-Painted Texturing
- High-to-Low Modeling Workflow
- Knowledge of Agile Development/SCRUM

## Work Experience

### Freelance

Environment Artist  
June 2014 - Present

- Model and texture environment assets and props
- Create assets matching an established art style
- Work independently as a contractor

### Graphic Artist

September 2010 - May 2014  
Emergent Media Center  
Burlington, VT

- Created 2D and 3D art assets for six different projects
- Followed client specifications and requests, as well as art style guides
- Assisted clients in brainstorming sessions to develop new ideas for their projects

### Artist Intern

May 2013 - August 2013  
MassDiGI  
Worcester, MA

- Created UI elements and backgrounds for three game projects with differing art styles
- Consulted with the different teams to determine the UI art style that would best fit their game
- Learned and assisted others in the use of Perforce

## Tools

- Maya
- Photoshop
- Perforce
- 3DS Max
- Unity
- SVN
- ZBrush
- Unreal Engine
- GIT

## Credits

### Perception

Environment Artist  
May 2015 - May 2017  
Unreal Engine 4

- Modeled and textured environment props
- Helped establish art style standards
- Optimized meshes from other sources

### The Flame in The Flood

Artist  
November 2015  
Unreal Engine 4

- Modeled and textured environment props
- Created assets matching an established art style

### SunBots

Lead Artist  
September 2013 - April 2014  
Unity

- Released on the Google Play Store
- Created 3D environment assets, UI and promotional art
- Won award for Art Direction from RPI GameFest 2014

## Education

### Champlain College

Bachelor's Degree in Game Art & Animation  
May 2014

- 3.5 GPA - Dean's List at Champlain College in 2011, 2012 and 2014
- Underclassman representative of the Champlain College branch of the IGDA 2011-2012
- Study Abroad in Montreal, Canada
- Participated in Humans vs Zombies in 2010 and 2014