

EXPERIENCE

Adecco @ Google / Senior 3D Artist

June 2017 – December 2017

- Google Daydream
 - Worked with Google Daydream team to optimize and port 3D environments to a range of VR devices
 - Worked on 3D text for Google AR Stickers app
 - Integrated art assets into proprietary engine for several mobile devices

Choice Provisions / Freelance 3D Artist

May 2017 – June 2017

- **Runner3**
 - Contributed 3D character models and textures for unlockable playable characters
 - Modeled high and low resolution models, baked normal maps, created PBR textures in Substance Painter
 - Designed and modeled a cartoon likeness of a person to match style and specs of the game
 - Created a character model based on another IP to match the style and specs of the game

Colopl NI / Senior VR 3D Artist

May 2016 – October 2016

- Created 3D environments and effects for experimental VR projects for Oculus, Vive, and Gear VR platforms
- 3D environment modeling, texturing, UV mapping, normal mapping, materials, lighting, particle FX
- Porting high-res 3D assets from Oculus platform to lower-res Gear VR platform

Choice Provisions (formerly Gaijin Games) / Lead 3D Artist

September 2011 – March 2016

- Lead 3D Artist on **Tharsis**
 - Created 3D spacecraft environment, props, shaders and materials
 - Created particle FX for hundreds of disaster events
 - Responsible for exporting and integrating 3D assets in the Unity3D engine
 - Assisted with UI design and 2D assets
- 3D Environment Artist **Runner2: Future Legend of Rhythm Alien**
 - Created all 3D level environments for five themed worlds of 20+ levels each
 - Created all modular 3D assets for foreground 3D tiles
 - Modeled and textured main characters as well as various secondary characters and bosses
 - Assisted with developing art pipeline and tools for custom engine
 - Ported all game assets from console/PC version to PS Vita version and mobile iOS version

Digital Embryo / Lead 3D Artist

July 2006 – January 2011

- 3D environment and character modeling, texturing, UV mapping, normal mapping, lighting, materials, particle FX
- Level building, asset exporting, asset troubleshooting and optimization
- Developing, organizing and optimizing the art asset pipeline
- Teaching new tools, technologies, techniques, and workflows to the art team

SOFTWARE

- Autodesk Maya
- Adobe Photoshop
- Pixologic ZBrush
- Unity3D
- Unreal 4
- Adobe Illustrator
- Substance Painter
- Quixel Suite
- Marmoset Toolbag

SKILLS

- Low Poly Modeling
- Environment Modeling
- Character Modeling
- Texturing
- PBR Texturing
- World Building
- Particle Effects
- UV Mapping
- Lighting

EDUCATION

Full Sail University / Associate of Science, Computer Animation

Graduated December 2004

- Graduated Valedictorian
- GPA 3.9
- Received Perfect Attendance Award
- Received Course Director's Award