

Work Experience

Freelance 3d Artist: 2013-Present

Deliver 3d assets, images, and videos to clients in a timely manner.

Work has included characters and assets for indie games, sculptures for 3d printing, and animated videos of medical procedures.

Sample of clients/projects:

Circuits and Shields game art, not yet released: May 2017 - Present

Gingival Harmony videos for presentation of new procedures: 2015 - 2017

Technology Specialist - Lee Michaels Fine Jewelry: 2013-Present

Maintain user accounts and offer over the phone help desk support for computer, tablet, printer, and general IT questions.

Creation of guides for end users, tech/device training, network diagramming, workflow optimizations.

Art Director/3d Artist - Sira, Arsenic Playground: 2011-2012

Helped to define the visual style of senior project game and ensured art asset consistency and quality.

Managed a student art team from a variety of disciplines; facilitated training and sharing of techniques.

Modeled and textured in-game enemy character models and created in-engine materials.

Software and Professional Skills

Zbrush / Maya / Photoshop / Substance / Marmoset

Modeling Low and High Poly / Digital Sculpting

UV Mapping / Normal Map Baking

Hand Painted / PBR Material Setup

Technical and creative problem solving

Education

BFA in Game Development from Savannah College of Art and Design (SCAD) '12

(Concentration in Art for Games)

Outstanding Achievement Award

Magna Cum Laude

Awards, Recognition, Certifications

Sira showcased at SCAD Majors Fair 2012

"Break" Global Game Jam 2012 - SCAD Savannah Site "Best in Show"

3d work showcased at SCAD museum VIP grand opening 2011

CompTIA A+ Certification

Eagle Scout