

### Shipped Titles:

**Xbox Avatar v3 (Oct. 2018)**      **NCSOFT: Guild Wars 2 (Aug. 2012)**

**SOE: Pirates of the Burning Sea (Aug. 2008)**

### Experience:

**Microsoft**      **Character Artist**      Redmond, WA.

September 12, 2017 - Present

- Assisted with the final stage of development for **Xbox Avatar v3** customization system. Reformulate existing production pipeline. I was the direct distributor of artistic direction for multiple outsource companies and Microsoft's internal production team.
- I created exploratory principle art direction for future Mixed Reality (MR) and Augmented Reality (AR) projects across multiple teams under the Microsoft Org.
- Developed production pipeline for Character customization and fabricated 3D props and base models with PBR pipeline for VR/AR presentations and future tech exploration.

**5th Cell Studio**      **Senior Character Artist**      Bellevue, WA.

April 16, 2013 - March 15, 2016

- Active in interpreting concept art into 3D assets ranging from characters, creatures, props, environment assets on multiple projects.
- Assisted with character concept art and high-concept inspirational art.
- Created 3D prototype for future projects, and assisted in providing high-res rendering in Marmoset and in Zbrush.
- In production, I've created High poly model and sculpts to implement through texture bakes.
- Created Low poly (2k-15k) models for in-game implementation.
- Created hard surface models and sculpts for texture bakes.
- Created Characters through PBR pipeline. Proprietary engine's pipeline consisted of visual based programming language.

**ArenaNet, Inc.**      **3D Generalist**      Bellevue, WA.

November 2008 – March 2013

- Help the final production, polish, and delivery of Guild Wars 2. After initial release continued creating new game-assets for game-events, micro-transaction assets, and polish.
- Defined interpretive 2d conceptual art to 3D creatures, customizable armors, weapons, environment props and assets in GW2's virtual space.
- Created High poly model and sculpts to implement through texture bakes.
- Created Low poly model for in-game implementation.
- Created hard surface models and sculpts for texture bakes.
- Created digitally hand-painted albedo textures map, specular map, emissive/glow map.
- Made animation rigs for weapons and industrial machinery assets. Supplied key-framed animation loops for static background environment props.
- Created rigs with physics implementation in proprietary game-engine.
- Created concept art armor pieces, weapons, environment assets.

**Flying Lab Software**      **Character/Concept Artist**      Seattle, WA.

September 2006 – September 2008

- Assisted in delivering *Privateers of the Burning Sea*, published by Sony Online Entertainment.
- Assumed responsibility in conceptualizing and designing privateering npc's based on historic research, imaginative lore-creatures, and attire assets for our prefabricated customization system.
- Created light map and hand paint-over albedo texture map pipeline for character customization assets, NPC's, local fauna, and NPC creatures.
- Created concept art for future project pitch.

### Skill Set:

- Ability to adapt to realism to many ranges of stylized design
- High Poly Sculpting
- Low Poly Modeling
- Hard Surface Modeling
- Hard Surface Sculpting
- Retopology
- PBR pipeline
- Node base texturing
- Visual based programming
- Adaptable to multiple proprietary Game Engines
- Concept design process from thumbnail to illustrative completion.
- Contributor of art target and exploration.

### Software Experience:

- Adobe Photoshop
- Clip Studio Paint
- Autodesk Maya
- Pixologic Zbrush
- Quixel Suite/Ndo/Ddo
- Allegorithmic: Substance Painter  
Substance Designer
- Unity
- Unreal Engine
- Marmoset Tool Bag
- TopoGun
- XNormal
- CrazyBump

### Education:

**The Art Institute of Seattle** (2004 – 2007)  
Bachelor's of Fine Arts in  
Multimedia and  
Animation, BFA