

### Shipped Titles:

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

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

### Experience:

#### Freelance Artist

Illustrator/Concept artist/3d prod.

Seattle, WA.

Jan. 2017- Present

- Part time and full time work with independent developers and startup companies develop and visualize character design, illustration spread, 3D character sculpts, and game pipeline production, between and after hours from full time positions.

#### Microsoft

Lead Character Artist

Redmond, WA.

September 12, 2017 - November 16, 2018

- 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 Pirate's 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.

### 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