

## WORK EXPERIENCE

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### BMAD/MAKESHIFT VFX

OCT 2017 - PRESENT

#### LEAD CHARACTER ARTIST - MOBILE /AR APPS, FILM VFX

- Leadership and mentoring of junior artists
- Established art workflows and asset pipelines for the artists and animators between Maya and Unity/Unreal
- Modeled and textured an Air Force Two jet for the film "Long Shot"
- Modeled VFX Characters, Space Ships and props for Cosmos Season 2
- Modeled and textured stylized characters for multiple Unity mobile apps
- Modeled and textured realistic sports outfits for an Unreal Engine 4 AR app
- Shader authoring and C# scripting in Unity

### EA VANCOUVER/POPCAP

APRIL 2015 - APRIL 2016

#### CHARACTER ARTIST - PLANTS VS ZOMBIES: GARDEN WARFARE 2

- Created player character and boss character high poly models, low poly models, textures and shaders
- Worked from loose concept art, with the art director, to develop the final look and feel of the characters
- Worked with PBR and Frostbite to achieve high quality, stylish, current gen visuals
- Polished existing assets and assets created by external studios to meet quality standards

### VALVE CORPORATION

JULY 2012 - DECEMBER 2014

#### OUTSOURCED CHARACTER ARTIST - DOTA 2

- Designed and created character skins/cosmetic items which have been integrated and sold within Dota 2
- Modeled high and low poly characters, armor and weapons
- Skinned armor and weapons to existing character rigs
- Followed highly optimized budgets and guidelines for creation and integration of props and characters into Dota 2

### KERBEROS PRODUCTIONS

FEB 2012 - AUG 2012

#### 3D ARTIST - CANCELED PROJECT

- Design and modeling of environments, buildings, interiors and props
- High poly modeling, low poly modeling, baking and texturing of assets
- Integration of props and environments into proprietary engine

## SKILLS

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- Production experience spanning shipped AAA games, VFX productions and mobile apps
- Great written and spoken communication skills
- Excellent problem solving capability. Able to solve technical, artistic and general problems effectively.
- Solid design skill and ability to collaborate with concept artists and art directors to faithfully adapt designs to 3d
- Ability give and receive feedback and use it to improve or iterate during development
- Strong technical knowledge and skill set including shader writing, scripting and rigging
- Self Motivated to complete tasks to the highest quality

## SOFTWARE EXPERIENCE

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Autodesk Maya	Marvelous Designer
Autodesk 3d Studio Max	Unity
Pixologic Zbrush	Unreal Engine 4
Substance Painter	Perforce
Adobe Photoshop	Git