

## Experience

### Environment Artist • Deck Nine Games

Nov 2016 - Present

Life is Strange: Before the Storm (2017), Unannounced Title (TBA)

- Managed the creation of environment assets by modeling, unwrapping and texturing props, structures, and set dressing elements.
- Took charge of Unreal shader and material development for the environment team.
- Improved the asset pipeline and workflows by assessing the needs of the project and team.
- Utilized Maya, Zbrush, 3DCoat, Photoshop, xNormal, Toolbag 3 and Unity during production of "Life is Strange: Before the Storm."
- Utilized 3DS Max, Zbrush, Photoshop, Substance Painter, Substance Designer and Unreal during production of an unannounced title.

### Hard Surface Artist • Razor Edge Games

May 2016 - Oct 2016

Eden Falling (TBA)

- Managed the creation of hard surface assets by modeling high and low-poly weapons, props and hero assets.
- Worked independently and self-managed to meet deadlines on remote contract assignments.
- Communicated and organized with the team and leads through online conference calls.
- Utilized 3DS Max, xNormal and Unity.

### Environment Artist • Arizona State University

Mar 2014 - Sep 2014

M2D2: Merging 2 Discover 2morrow

- Contract environment work for "M2D2: Merging 2 Discover 2morrow," an educational game for special needs students and juvenile detention facilities in Arizona.
- Utilized 3DS Max, Photoshop, xNormal and Unity.

### Environment Artist • The Art Institute of Phoenix

Jul 2013 - Mar 2014

Vermin! Radiation Roundup

- Student development team working on "Vermin! Radiation Roundup," a tower defense game created in a competitive environment.
- Utilized 3DS Max, Photoshop, xNormal and Unity.

## Skills

- 3D Modeling
- High-Poly Modeling
- Low-Poly Modeling
- Hard Surface Modeling
- Digital Sculpting
- UV Mapping
- PBR Texturing
- Unreal Material Creation
- Set Dressing

## Software

- 3DS Max
- Maya
- Photoshop
- Zbrush
- 3DCoat
- Unreal
- Unity
- Substance Painter
- Substance Designer
- Substance B2M
- Marmoset Toolbag 3
- xNormal
- CrazyBump

## Education

### BA Game Art and Design

The Art Institute of Phoenix  
Mar 2014

### Associate in Business (ABUS)

Paradise Valley Community College  
Jul 2011