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## OBJECTIVE

I am driven by the use of ever-evolving technology in combination with my creativity. Let's build the future together!

## WORK EXPERIENCE

- Converse Marketing, Inc.** – Peoria, IL - <http://www.conversemarketing.com/> Nov 2020 – Dec 2020  
*3D Artist– Freelance– Remote*
- Project: 3D visualization of various proposed enhancements to the SURF (Sanford Underground Research Facility) located in South Dakota.
- Clutch Studios** – Chicago, IL - <https://www.clutchstudios.com/> Oct 2020  
*3D Generalist– Freelance– Remote*
- Project: Cresco Labs High Supply Flower series.
- Pinckney Hugo Group** – Syracuse, NY - <https://www.pinckneyhugo.com/> Aug 2020 – Sept 2020  
*3D Modeler– Freelance– Remote*
- Project: 3D design and modeling of future aircraft assets.
- RYOT** – Los Angeles, CA - <https://www.ryot.org/> July 2020 – Aug 2020  
*3D Generalist– Freelance– Remote*
- Project: AR work for visualizing a pre and post Covid-19 shopping environment.
- Steelhead** – Los Angeles, CA - <http://steelhead.tv/> May 2020 – June 2020  
*3D Modeler– Freelance– Remote*
- Project: 3D character modeling for Walmart Spark Camp.
- Shinebox** – Minneapolis, MN - <http://shinebox.com/> Mar. 2020  
*3D Generalist– Freelance– Remote*
- Project: 3D modeling and CAD file conversions for various medical devices.
- Johnson Health Tech North America** – Madison, WI - <http://www.johnsonhealthtech.com/> Nov. 2019 – Feb. 2020  
*3D Generalist– Freelance– Remote*
- Project: Matrix Performance Plus Treadmill - Ad Campaign  
Duties: All 3D work on various print & motion ads. Includes texturing & look-development, lighting, FX, animation, rendering, and compositing.  
Software: Maya 2018-2019, FractureFX v2.1, Phoenix FD 4.0, Redshift, Photoshop, NukeX 9.0v8
- Firstborn** – New York City, New York - <http://www.firstborn.com/> Nov. 2019 – Nov. 2019  
*3D Generalist– Freelance– Remote*
- Project: Tread Holiday – 3D modeling, texturing, & rigging of Peloton box with folding lid. Created initial camera match. All exported to FBX format for compatibility in C4D. Software: Maya 2019, Mari for camera projected textures, Photoshop for texture refinement.
- Nervos** – <http://www.nervos.org/> Sept. 2019 – Oct. 2019  
*3D Designer– Freelance– Remote*
- Project: Nervos CKB Store of Value – 3D design and 3D asset creation of “Bitcoin Cube Fortress”.
- Shinebox** – Minneapolis, MN - <http://shinebox.com/> Jan. 2019 – Sept. 2019  
*3D Modeler– Freelance– Remote*
- Project: Meguiar’s Logo – 3D modeling, texturing, & look development.
  - Project: 3M Aura Respirator – 3D modeling & sculpting, texturing, & look development.
  - Project: Various – 3D CAD conversions and cleanup of various products for 3M, Boston Scientific, and miscellaneous electronics.
  - Project: 3M SecureFit Series – 3D CAD conversions that include the SF200, SF300, SF400, SF400X, SF600, & SF3700 models of safety eyewear.
- The Beardy Boys** – San Francisco Bay Area - <https://www.thebeardyboys.com/> Oct. 2018 – Oct. 2018  
*Lighting Artist– Freelance– Remote*
- Lighting & look-dev for single shot of opening title sequence for special celebrating 15 years of Broadway show Wicked. Tools: Maya and V-Ray
- Shinebox** – Minneapolis, MN - <http://shinebox.com/> June 2018 – July 2018  
*3D Modeler– Freelance– Remote*
- Project: 3M SecureFit Protective Eyewear; 200, 400X, and 600-Series.

References Available Upon Request