



## Experience

### Digital Extremes

#### Layout Artist

June 2017 - Present

#### WarFrame

Shipped Updates:

**Deimos Arcana Update**

**Heart of Deimos**

**The New War**

**The Jovian Concord**

**The Plains of Eidolon**

- Involved in brainstorming sessions, creating pitches, and early planning for new updates
- Working with designers to prototype new ideas
- Developing visual benchmarks and art direction for new and remastered locations
- Level layouts, kit development, and asset and texture call-outs
- Responsible for first pass on lighting, effects, and skybox
- Level performance and optimization passes

### Ubisoft Toronto

#### Level Artist

April 2015- June 2017

#### Far Cry 5

September 2016- June 2017

- Worked closely with the Art Director, Design Lead, and narrative team on artistic vision, mission flow, and work schedule of a large main mission location
- Designed and created a modular block-out of mission locations using 3Ds Max
- Callouts and JIRA tasks for props and structures with detailed instructions for outsourcing partners

#### Watch Dogs 2

January 2016 - September 2016

- Designed and created large structures for Tidis main mission content using 3Ds Max
- Created tasks and oversaw modelers working on props for my locations
- Responsible for composition, layout, and storytelling of mission areas and exotic mission sequences

#### Starlink: Battle for Atlas

January 2016

- Used Zbrush to create high poly models for props
- Used Substance Painter to create PBR textures for props and weapons

#### Far Cry Primal

March 2015 -December 2015

- Compositional layout and large-scale storytelling for locations
- Worked with level designers on layout for several open world outposts and puzzle caves
- Terrain sculpting, texture painting, and foliage system placement in the Dunia engine



## Ubisoft Toronto

### Model and Texture Artist

February 2012 - April 2015

#### Unannounced Title

September 2014-March 2015

- Used Quixel Suite to create textures for props and structures
- Worked with LA on composition of locations
- Researched and gathered reference for pitches and development for proposed locations

#### Assassins Creed Unity

April 2013- August 2014

- Responsible for creating many large landmarks with a strong focus on modularity
- Used Zbrush to sculpt unique and ornate architectural elements
- Used Photoshop to create tillable PBR textures for buildings

#### Splinter Cell Blacklist

February 2012- March 2013

- Used 3DsMax and Photoshop to create props and structures
- Technical troubleshooting on dev kits to ensure stability and all platforms
- Composition, prop placement, and storytelling

## Humber College

### Peer Tutor

October 2010 - August 2011

- Provided critiques to students on their projects
- Instructed students in a lab setting teaching them techniques, software, and workflow

## Volunteer

### Centennial College

- Panelist for Portfolio Finale Night 2020
- Guest speaker

### Ubisoft NXT Showcase 2015 and 2016

- Sat one-on-one with graduating students and review their work

### Humber College

- Active member of the Program Advisory Board since 2014
- Guest speaker
- Annual Final Portfolio and Industry Night guest

### Ladies that UX Confrence 2017

- Guest lecture presenting how to develop a positive user experience for the player

### Girls Learning Code Day 2016

- Worked as a mentor helping 8 to 13 year-old girls code their own games using "Scratch"

### TAAFI 2015 Panelist

- Sat on a panel with other artists to discuss our experience transitioning from student to working in the industry

## Software

### Experienced

3Ds Max	Quixel Suite	Dunia
Photoshop	Perforce	Anvil
Zbrush	JIRA	Evolution

### Familiar

Unreal	Mudbox
Substance Painter	Maya
Substance Designer	

## Education

### 3D for Production

Postgraduate Certificate  
Humber College 2011

### Multimedia 3D Animation

Diploma Program  
Humber College 2010