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Experience

FEBRUARY 2021 - PRESENT

Montclair State University. – Adjunct Professor of Intro to Unity

- Create a syllabus exposing students to core basics of environment and lighting work in Unity
- Manage class as an actual production team. Administer tasks and schedule project milestones
- Cover various digital content creation software and the life of a 3D asset from creation to engine

DECEMBER 2019 - PRESENT

Proactive Technologies Inc. – Senior 3D Artist

- Provide overlook and insight on digital content creation across multiple projects
- Directly lead a team of artists through project planning and digital content creation
- Create lighting rigs and scene lighting for multiple projects using Unity

JUNE 2019 - DECEMBER 2019

MLB Advanced Media, L.P. – 3D Environment Artist

- Directly responsible for modeling and lighting of Texas Rangers Globe Life Field for RBI 2020
- Model, texturing, & lighting updates across stadiums

MARCH 2012 - FEBRUARY 2019 - **3D Generalist → 3D Supervisor - Environment & Lighting Artist**

All Things Media LLC. Mahwah, NJ.

- Model, assemble, PBR texture, and light game ready environments for Unity - Desktop VR, and Mobile VR experiences.
- Game ready digital content creation for 90 FPS VR and mobile VR environments.
- Manage 3D team production and quality control assets. Assist with project pitches and estimates.

Education

2009 - 2010

Nottingham Trent University Nottingham, England – Master of Arts

Computer Aided Product Design

2004 - 2008

Fairleigh Dickinson University Madison, NJ. – Bachelor of Arts

Digital Filmmaking and 3D Animation

Software

Autodesk 3DS Max Hard Ops + Mesh Machine Substance Painter & Designer

Blender Topogun Marmoset Toolbag

Unreal Engine & Unity Adobe Photoshop Affinity Photo