

## EXPERIENCE

### Threat Tec, LLC

#### 3D Artist

October 2020 - Present

Creating 3D props and Environments based off real-world vehicles, weapons, and locations for the development of accurate training scenarios. Assets are developed for cross branch and military efforts for US, NATO, and Foreign Militaires utilizing a single coherent training system. With additional support for modern and traditional learning environments.

### Intelligent Decision Systems, Inc.

#### Multimedia Artist

April 2019 - October 2020

Creating 3D props and Environments for the development of training solutions for the DoD and Military Branches. Incorporating Virtual Reality, Augmented Reality, and other training technologies into the development of various training simulations.

### Quantified Design Solutions

#### 3D Artist

December 2017 - February 2019

Creating 3D props and Environments for the development of blended learning training solutions for the aviation, military, and medical training industries. Incorporating Virtual Reality, Augmented Reality, and other training technologies. My job responsibilities include:

- Development and integration of full scenes within Unity
- Development of interactive user interfaces
- Development of animations for art assets
- Create 3D art assets based on blueprint and photo references

### Freelance

#### Environment and Prop Artist

July 2016 - December 2016

Contract based work in which I am tasked with creating PBR and Stylized modular environment assets and props for upcoming Platform and Mobile Games to be used in Unreal Engine and Unity.

- Pixel Perfect Studios - Our Ghosts of War
- Forged Interactive - Unannounced Title
- Poet Code - Dynasty of the Magi
- Steam Labs - Egyptian VR

## SKILLS

Physical Based Rendering  
Communication  
Environment Layout  
High Poly Sculpts  
Low Poly Sculpts  
Compositing  
UV Layout

Unreal Engine, Unity  
Drawing & Sketching  
PBR Materials  
Color Correction  
Task Management  
Modeling from Concept  
Time Management

## SOFTWARE



Allegorithmic



Unreal Engine



Marmoset



Nuke



Python



Maya



Z Brush



Photoshop



Photo Scan



Reality Capture



Source Tree



Unity

## EDUCATION

FULL SAIL UNIVERSITY, WINTER PARK, FLORIDA | July 2016

Bachelor of Science Degree in Game Art  
Recipient of the Course Directors Award

