

An innovative artist. Has the ability to produce content that resonates and inspires the hearts and minds of the consumer. Helps build solid team dynamics. Leads projects from concept to a final product following a streamlined approach.

Software

Photoshop | Illustrator | After Effects | InDesign | Blender | Maya | Unity

Creative Skills

Branding | Motion | Design

Project Management

Jira | Slack | Perforce

Technical Skills

Graphic Design | Animation | UX/UI | Game Design

Big Fish Games | 2012-2020

The world's largest producer of casual, single-player games, offers more than 3,000 games developed in-house and by third parties.

ARTIST III, GENERALIST (8/2017-2020)

- Lead and helped develop 2D/3D mobile game environments. Software used: Unity, Photoshop, Maya, ZBrush, Substance Painter, Perforce.
- Created 3D background environments for Deep Sea Solitaire; a Big Fish Games mobile solitaire game. <https://apple.co/37rtmSb>
- Collaborated on the visual development for *Starring You* and *LifeLine Universe*; interactive fiction mobile game apps. <https://bit.ly/3u7UOwx>

DESIGNER III, GRAPHIC (11/12-8/17)

- Oversaw and created web marketing assets, front-end storefront designs, app screen banners, game app icons, and online promotions. The content was produced in four main languages (English, German, French, Japanese) along with six market-specific languages. Software used: Photoshop, After Effects, Flash, Illustrator, InDesign, Jira <https://bigfi.sh/2PIYVQQ>
- Trained and mentored independent contributors to produce a consistent style and product using a streamlined process. Encouraged and nurtured inclusive team collaboration.

Freelance | Contract Artist | 2007-2013

Services Provided: Branding, Graphic Design, Motion, Experience

- Produced game art, animations, and designs serving the casino gaming industry.
- Consulted in brand strategies, player interactions, and overall game experiences.

Tournament One Gaming | 2007-2009

Designs, produces, and licenses innovative, entertaining, interactive betting games, software, and patented technologies to worldwide regulated Casino, Lottery, Online, and Mobile gaming markets.

GAME ARTIST

- Worked with fellow artists, directors, and stakeholders to deliver fully functional games, cabinet art, advertising packages.

Education

- **Master of Fine Arts**, Media Design, Full Sail University, Winter Park, FL
- **Bachelor of Science**, Game Art, and Design, The Art Institute of Las Vegas, Henderson, NV