

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY / 1999-2001

ASSOCIATE'S DEGREE - ANIMATION, INTERACTIVE TECHNOLOGY, VIDEO GRAPHICS AND SPECIAL EFFECTS

PROGRAM SKILLS

3D STUDIO MAX	MUDBOX	HEXELS
MAYA	BODYPAINT 3D	PERFORCE
PHOTOSHOP	UNITY	TORTOISE SVN

EXPERIENCE

4AGENCY LLC / 5-2013 – JAN 2016

SENIOR ARTIST, CO-OWNER

- OBJECT MODELING AND TEXTURING
- CHARACTER ANIMATION AND RIGGING
- CONCEPT ART
- CREATIVE PROCESS INPUT – DESIGN, GAMEPLAY
- MARKETING ART ASSETS CREATION
- QA

ANOMALY LABS / 2-2015

ARTIST

- 2D SPRITE CHARACTER AND ITEM ART

STUDIO WALLJUMP / 4-2013 – 5-2013

ARTIST

- 2D ASSET CREATION

ANDROGRADE / 9-2013

CHARACTER ARTIST

- CONTRACTED FOR CHARACTER MODELING AND TEXTURING

PIPEWORKS SOFTWARE / 02-2004 - 08-2012

ARTIST II

- SIXTEEN PUBLISHED GAMES ON CROSS PLATFORM
- CHARACTER MODELING AND TEXTURING
- ANIMATION AND RIGGING
- OBJECTS AND PROPS
- CONCEPT ART
- ART OUTSOURCE MANAGEMENT AND INTEGRATION

MORAL PRODUCTIONS / 2002 – 2003

SENIOR ARTIST

- CHARACTER MODELING AND TEXTURING
- ANIMATION AND RIGGING
- OBJECTS AND PROPS
- CONCEPT ART AND STORY BOARDING
- CAMERA WORK
- LIGHTING
- VFX
- POST-PROCESSING