

3D ARTIST

SKILLS

DIGITAL —

Adobe Creative Suite CS5
Autodesk Maya 2013
ZBrush 4R7
xNormal
nDo & nDo2
Unity 3D
Microsoft Office Suite

TRADITIONAL —

Pencil (graphite, conte, & colored)
Paint (gouache, tempura, acrylic, watercolors, & oil)
Clay (polymer & oil-based)

CREATIVE —

Digital Sculpting
3D Modeling
3D Texturing

EDUCATION

THE ART INSTITUTE OF SEATTLE — SEATTLE, WA

2013

Bachelor of Fine Arts; Honors

Major: Game Art & Design

President's List & Dean's List, 3.8 GPA

COLUMBUS COLLEGE OF ART AND DESIGN — COLUMBUS, OH

Major: Time-Based Media Studies

PROJECTS

PTEROVYN ISLAND — UNITY 3D GAME

2013

Character Artist

Sculpted, retopped, and textured creatures via ZBrush, TopoGun, Maya, and Photoshop

PYROLIGHT — UNITY 3D GAME

2013

Producer

Created production schedule and pipeline, and followed-up with organization and keeping team on-track

Character Artist

Sculpted, retopped, and textured main character via ZBrush, Maya, and Photoshop

WORK EXPERIENCE

1 2SP ENTERTAINMENT — SEATTLE, WA

2014—PRESENT

3D Artist (Contract)

Creating 3D high-res assets for digital printing to be used as game pieces in yet-to-be-published Zeppeldrome boardgame

JAPANIME GAMES — PORTLAND, OR

2016

Character Artist (Contract)

Created 3D high-res character model prototype for digital printing based on previously existing collectible card game 2D image published by Japanime Games

SKILL CHECK GAMES — TACOMA, WA

2015—2016

3D/Texture Artist

Generated and corrected textures for creatures and armor sets via ZBrush and Photoshop to be used in Utherous MMORPG

WASHINGTON STATE TRANSIT INSURANCE POOL — OLYMPIA, WA

2015—2016

Data Organization & Implementation Specialist