



## Objective:

To help a team of talented developers create professional, creative, and entertaining environment artwork for games.

## Skills:

- + 3d modeling of environment geometry and assets
- + Strong understanding of lighting techniques and color theory
- + Texture art, using both hand-drawn and photo-manipulation techniques
- + Advanced knowledge of architecture and structural design
- + Working with an engine to maximize the potential of game artwork
- + Strong comprehension of shader techniques and artistry
- + Great attention to detail
- + An excellent understanding of environment design and composition.
- + Passion about games and creating art

## Software Proficiencies:

- + Epic Software's UnrealEd 4
- + Valve Software's Hammer Editor
- + Virtools Professional 3.5
- + Trinigy Engine Vision Editor
- + Autodesk 3ds Max 2008
- + Photoshop
- + Illustrator
- + After Effects
- + Dreamweaver
- + Flash
- + Pixologic's Z-Brush 3.1
- + SpeedTree CAD v4.1
- + CrazyBump Beta 8.6
- + Microsoft Office Products

## Education:

June 2008:  
Bachelor of Arts, Game Art and Design  
The Art Institute of Phoenix  
Phoenix, Arizona

Winner, Art Institute of Phoenix 2004 Senior Scholarship Competition

## Professional Experience :

Lane Music - Germantown, Tennessee (2004):

- + Sales Representative
- + Flash/Web Designer, Developer
- + Advertising Artist

Frank Vitale, Ping Golf Inc (September- December 2007):

- + Technical Artist on an unannounced project
- + World Builder
- + Foliage Artist
- + Texture Artist

## Volunteer Experience:

Officer of the Student Game Developers Association's Phoenix Branch:

- + Manager and organizer of SGDA Game Jam competitions
- + Spokesman and recruiter for events and membership
- + Host and tutor of a weekly Unreal Ed 4 tutorial class aimed at helping students take full advantage of the next generation engine

Official school tutor for a variety of subjects, design practices, and applications

## Industry Affiliations:

- + IGDA: The International Game Developers Association
- + CgChat.com Online Community
- + PolyCount.com Online Community