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| EXPERIENCE | |
| **Environment Artist – Audio Blocks** | Indie Game Project |
| * Served on a team consisting of seven graduates from Brown College to create a game aimed towards mobile gaming platforms. * Modeled, Textured, and Optimized over XXX custom assets designed for use in the Unity Game Engine. * Created concepts for level designs in accordance with general gameplay mechanics. | |
| **Model Lead – Fishy Situation** | Angry Gamer Studios |
| * Mitigated assignments to colleagues and worked within schedule. * Modeled, textured, rigged, and animated fish objects for use within Flash. * Designed level backgrounds, website, custom box art, Game Logo, other Media for Print and Digital Use. | |
| **Model Lead – The Oil Rig** | Class Project |
| * Assigned models based on meetings to members of the model team. * Modeled, Textured and Optimized assets for use in Unreal 2.0. * Set Schedules and deadlines for model completion. * Worked closely to the level design and texture artist teams to ensure progress. | |
| **Level Designer – The Dark Carnival** | Personal Project |
| * Designed concept for Level and general theme. * Modeled, Textured, and Rigged over 60 assets for level. * Mapped level using Unreal 2.0 and non-standard texture maps for terrain. | |

Skills  
 - Low and High Poly 3D Environment and Asset Modeling, Texturing, Rigging, Lighting, Rendering, Rapid Prototyping  
 - Graphic Design, Concept Art, Illustration, Storyboarding, Web Design, Management, Organization

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| Proficient Software | General Knowledge | Engines | Environments |
| Autodesk 3ds Max  Adobe Photoshop  Adobe Premiere  Crazy Bump  XNormal  Autodesk Softimage Wings 3D  Blender | Autodesk Maya  Adobe Illustrator  Adobe Flash  Pixologic ZBrush  Autdesk Mudbox  Adobe Audition Adobe Soundbooth | Unreal Engine  Source  Unity  Flash  Torque | Microsoft Windows  Apple Mac OS X  Linux Android |
| EDUCATION | | | |
| Career Education Corporation – Brown College | | October 2008 | |
| * Bachelor of Science – Game Design and Development | | | |