

3D Environment Artist with a 15 year professional background in Art, Architecture and Design.
3 Years experience in Game Development seeking full time employment in the game industry.

3D ARTIST

Working in a 3D environment for over 15 years understanding scale, proportion & design fundamentals are exceptional. Expertise in architecture, environments & problem solving.

- ◆ Proficient in 3D Modeling, UV Layout & Texturing, 3D Painting, Environmental Modeling, Physically Based Textures, Background Layout, Organic Modeling, Level Design, Site Planning & Modular Model Building.
- ◆ Trained in creating Story Boards, Interface Design, Basic Coding, Animation & Rigging.

SKILLS

Competent using the Autodesk Entertainment Suite, Adobe Creative Suite, Substance Designer, ZBrush and software required to complete the job.

Preferred workflow from concept or sketch consists of:

- ◆ General & Hard Surface Modeling, UV and Rigging in 3ds Max
- ◆ Organic Modeling and Details in Mudbox or ZBrush
- ◆ Texturing in Mudbox, Photoshop and Substance Designer
- ◆ Export for integration & level building using Uninty or Unreal

GAME EXPERIENCE

No Quarter

Project Manager. Developed game concept and lead a team of 4 to develop art, models and prototype for a nautical theme game. Modeled and textured ships, built terrain, animated ships & cannons. Coded ship movement, firing and enemy artificial intelligence.

SMASH

Worked with a team of 15 to produce a working game prototype in 48 hours. Contributed to game concept and planning. Modeled and textured game assets for a warehouse.

Regnia Lux

Developed a concept and game document for a first person mobile game. Planning and research to target an untapped mid core female demographic 25-40. A photography RPG with heavy emphasis on story incorporating shopping, traveling & photography with unlimited growth and marketing opportunities.

Magnolia

Developed a game concept, background & story. Initially worked as Art Director with a team of 8 during preliminary prototyping. Took over as project lead & continued developing the concept, background story, prototyping, building, planning, modeling & texturing a city with 3 main areas for player interaction. The game is a timed, third person supernatural thriller taking place in a city being flooded by a hurricane and over run by supernatural forces.

Solstice

Architecture Lead and environment modeling. Assisted in game concept, background story, game pitch and art direction. Solstice is an open world game experience with a goal to reignite a mirco-star, located in the center of a Dyson Sphere, in order to escape the man-made planet and its inhabitants. The studio released a playable Alpha at Austin's Captivate Conference in October 2014. Currently Solstice is still in production with goals of a release in December 2015.

EDUCATION

The Art Institute of Austin, Game Art, Design and Animation

Texas Tech University, College of Architecture

ACHIEVEMENTS

Valedictorian, Bachelor of Arts, Academic Scholarships, Dean's List, Art Scholarships, Small Business Owner, School Recognition for Academics & Attendance

ASSOCIATIONS

New Braunfels Jaycees, New Braunfels Chamber of Commerce, Bastrop Chamber of Commerce, Bastrop Downtown Business Alliance, National Federation of Independent Business

WORK HISTORY

Contract

Contract 3D Art, Architecture and Design Work

Fore-O-Fore Games

Environment Architecture Lead. Working associate, assisted in game concept, background story, game pitch and art direction. Designed and built environment and architecture elements for the game Solstice. Planning, concepting, modular building elements, custom PBR textures, basic environment animations, 3 levels of detail (LOD) for large prefabricated structures.

WIP Design and Development, LLC

Owner and architectural designer specializing in hospitality design and medium sized commercial projects. Managed a small group of excellent design professionals. Built firm on integrity, hard work, meeting deadlines, client's needs and budgets.

Tipps Architecture

Sub-contracted as project manager and senior architectural designer, as well as, managed other related disciplines, consultants, engineers and contractors.

Big Mouth Restaurants, LLC

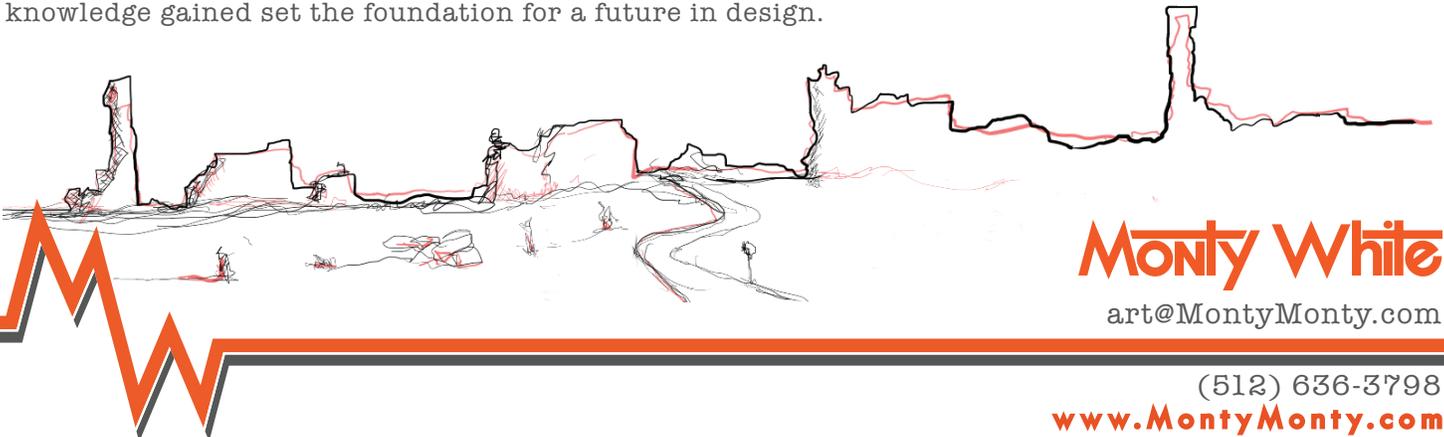
Partner and co-creator of successful restaurant concept. Menu design, employee training, manuals, management, accounting, marketing, advertising and merchandising.

GBE Entertainment

Senior architectural designer managed all aspects related to design. Coordinated with construction onsite and remotely. In charge of obtaining permits and coordinating or assisting specialized use efforts with city, county, state and federal officials as applicable. Research and development with real estate brokers to assess clients design options and expenses.

Taft Architecture

Learned to harness creative energy and develop realistic projects. Designed restaurant prototypes, multifamily, government, hospitality, residential and other various commercial projects. The knowledge gained set the foundation for a future in design.



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