

Professional Statement

Specializing in the creation of imaginative characters, vehicles, and environments with a track record of consistently delivering polished assets. Profoundly passionate about the craft, utilizing a wide array of tools and techniques to achieve desired outcomes.

Personal Skills

- Advanced understanding of game and art development tools.
 - 3DS Max
 - Maya
 - ZBrush
 - 3D Coat
 - Photoshop
 - Substance Painter
 - Unity
 - Unreal
- Proficient in digital painting for concept art and texturing.
- Ability to quickly learn new programs and workflow to hit strict visual art styles.

Professional Experience

Phaserlock Interactive, Austin, TX

2022 – Current

Senior Artist

Primal Hunt

- Created multiple high poly player weapon and armor sets using Zbrush and Substance Painter.
- Managed contract studio work to maintain consistency with the project art style.
- Built multiple level assets and helped design and create levels based on different biomes.

Giant Enemy Crab, Seattle, WA

2018 – 2022

Senior Artist

Due Process

- Defined and polished the game's art style in collaboration with the team, utilizing a combination of substance and hand-painted material techniques.
- Created over 450 character customization options while managing character customization art pipeline, enabling a wide variety of outfits based on two distinct factions.
- Created weapons, assets, props, and level background vistas using Unity

Omnom! Workshop, Austin, TX

2017 – 2018

Contract Character Artist

Spyro Remake

- Created multiple characters and creatures based on strict design concepts for this AAA title.
- Rapidly developed assets using ZBrush and Substance to achieve the team's desired visual look.

Mutual Mobile, Austin, TX

2016 – 2017

Environment Artist - VR

VR Projects

- Built highly detailed and precise models adhering to strict branding and technical blueprints for VR developed in Unreal.

KingsIsle Entertainment, Austin, TX

2010 – 2016

Character Artist

Wizard 101

- Designed and created multiple hand-painted characters, monsters, and player gear sets.
- Led character art and design team meetings to maintain artistic cohesion, look, and style.
- Proposed, developed, and implemented new modeling techniques to bring more life to the characters.

Race to the Moon**2009 – 2010****3D Artist – Indie Mobile Games*****Synth Racing***

- Crafted UI, vehicle, and level assets for multiple iPhone and Android applications.

Rainbow Studios, Phoenix, AZ**2004 – 2009****Vehicle Artist*****Intellectual Property***

- Designed and modeled hard surface vehicle assets for a new intellectual property.
- Built multiple high poly vehicle meshes for trucks, sports cars, and other vehicle assets.
- Worked on dynamic crash-damage mapping for vehicles using damage models and normal maps.

Character Artist***Cars Mater-National***

- Updated characters from the previous Cars game and created 7 new, innovative characters based on PIXAR's IP.
- Managed and developed new content for over 30 characters.
- Design for a new Cars character, Phil, was recognized by John Lasseter as his favorite.

Environment Artist***Pixar's Cars Game***

- Developed environment layouts, and designed new tracks.
- Created models, textures, and collision for various areas such as Radiator City and Tailfin.

Education**2004**

Bachelor of Arts - Game Art & Design, Art Institute of Phoenix.