

Professional Statement

Creating art for videogames has always been my true passion. My goal is to create highly polished and original game art assets using a variety of tools and techniques. As an artist I strive to effectively create imaginative characters, vehicles, and environments.

Personal Skills

- Advanced understanding of 3DS Max, Maya, ZBrush, 3DCoat, Photoshop, Substance, Unity, Unreal.
- Strong digital painting skills used for concepts and textures.
- Ability to quickly learn new programs and workflow.

Professional Experience

Giant Enemy Crab, Seattle, WA

2018 – Current

Senior Artist

Due Process

- Worked with the team to define and polish the art style. A combination of substance, hand painting and material techniques.
- Developed the character customization pipeline which allowed for a variety of outfit and body types to be shared and swapped based on two distinct factions.
- Created a variety of level and background vistas, assets, and props.

OMNOM! Workshop, Austin, TX

2017 – 2018

Contract - Character Artist

Spyro Remake

Made multiple characters and creatures based off strict design concepts.

- Rapidly developed assets using ZBrush and Substance.

Mutual Mobile, Austin, TX

2016 – 2017

Environment Artist - VR

- Built highly detailed and precise models that adhered to strict branding and technical blueprints.

KingsIsle Entertainment, Austin, TX

2010 – 2016

Character Artist

Wizard 101

Designed and created multiple hand-painted characters, monsters and player gear for MMO.

- Led character art and design team meetings.
- Proposed, developed, and implemented new modeling techniques to bring more life to the characters.

Race to the Moon

2008 – 2009

3D Artist - Mobile Games

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

Rainbow Studios, Phoenix, AZ

2004 – 2008

Vehicle Artist

Intellectual Property

Made multiple vehicle assets for a new intellectual property.

- Built multiple high poly vehicle meshes of trucks and sports cars.
- Worked on dynamic crash/damage mapping for vehicles.

Character Artist

Cars Mater-National

Updated characters from the previous **Cars** game and created 7 new, innovative characters.

- Managed and created content for over 30 characters.
- My design for the **Cars** character, Phil, was recognized as one of John Lasseter's favorites.

Environment Artist

Pixar's Cars Game

Focused on environment layout and design, I was tasked with creating models, textures and collision.

- Developed Tailfin track area and created multiple assets for Radiator City.

Education

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

2004