

Professional Statement

With a passion for creating games, I make highly polished original game art assets using a variety of tools and techniques.

Personal Skills

As a game artist, I strive to create imaginative, quality characters, vehicles, and environments.

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

Professional Experience

Mutual Mobile, Austin, TX

2016 – 2017

3D Artist

Created multiple objects for varying brands including Nestle-KitKat, and Toyota.

- Made highly accurate and precise models that adhered to strict branding and technical guidelines.
- Used multiple sculpting and substance techniques to archive realistic quality of work.

Kingsisle Entertainment, Austin, TX

2010 – 2016

Senior Character Artist

Wizard 101

Designed and created multiple characters, monsters and gear.

- Created low poly hand-painted characters for MMO.
- Led the character art and design team meetings.
- Proposed and developed modeling techniques to bring more life to the characters

Contract Artist - Mobile Games

2009

Contributed artistic assets for multiple iPhone applications.

- Developed the style and created all 2D assets for UI.
- Designed and created all vehicle and level assets.

Rainbow Studios, Phoenix, AZ

2004 – 2008

Vehicle Artist

Intellectual Property

Worked on vehicle assets for a new intellectual property.

- Built multiple high poly vehicle meshes for trucks and sports cars.
- Created interiors and parts for different vehicle types.
- Worked on developing crash 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

Cars

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

- Produced a variety of art assets for multiple locations and varying content.
- Strict artistic guidelines and deadlines were maintained throughout the project.

Environment Artist

MX Vs. ATV Unleashed

Constructed courses and level assets to create challenging game play.

- Built out multiple levels after gray box stage.
- Quickly learned workflow and maintained consistency of artwork look and style.

Education

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

2004