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Summary:

Experienced digital and traditional artist very excited about the future of the gaming industry seeking a position that would allow the development of similar skills for interactive game worlds. The position would also expose the project from the birthed concept stage to the finished product to further enhance skills and perfect different techniques and workflow.

Skills and Abilities:

- Skilled in traditional as well as digital art techniques including digital painting and image creation
- Polygonal 3D modeling techniques
- Works well under deliverable deadlines and has great problem solving and interpersonal skills

Education:

The Art Institute of Atlanta,
Bachelor of Fine Arts in Media Arts & Animation
December 2002

Experience:

N-Space Inc, Orlando, Florida

Environment Artist/Effects Artist, March 2008-August 2010
Responsibilities were modeling, texturing, lighting, and creating in effects.

Rapid Reality, Marietta, Georgia

3D Artist/Concept Artist/Texture Artist, February 2006-June 2007
Responsibilities were concepts and modeling 3D environment assets for in-game interaction. Also created LOD's, pop out boxes, and alternate collisions for all in-game prop and environmental models.

Pecan Studios, Atlanta, Georgia

Freelance, September-October 2004
Developed character concepts from studio script
Developed 3D models from character concepts

Karma Productions, Atlanta, Georgia

Freelance, July-October 2004
Created 3D game models from concept model sheets
Created seamless textures for 3D game models

Grimaldo Group/Remax, Dunwoody, Georgia

Freelance, July 2003-September 2004
Developed Marketing Identity, which included
Website, logo, and vehicle wrap ads

Anomalous Paradigm, Atlanta, Georgia

Freelance, November 2003-February 2006
Developed character designs for clothing apparel specific to clients needs

Wildhare Studios, Atlanta, Georgia

Freelance, February-July 2003
Assisted with web development and executed concepts for redesigned logo
Developed concepts, storyboards, and motion graphics for broadcast media

Special Skills:

3DS Max, Maya (modeling), Photoshop, Illustrator, After Effects, Premiere, and Zbrush