



SKILLS

- Modeling, UV mapping, texturing and lighting for environments, objects, props and characters.
- Low and high poly, organic and hard surface modeling, including generating maps from bakes.
- Realistic photo manipulation and hand painted stylized textures.
- Texture atlas creation, unique light maps, custom collision and LODs.
- Greybox modeling and modular asset creation.
- Traditional art foundation and solid understanding of architecture.
- Able to work within technical restraints and meet deadlines while keeping attention to detail.

TOOLS

3ds Max	Substance Designer/Painter	Torque X 2D
Maya	nDo2	Unity
ZBrush	xNormal	UDK / UE4
Mudbox	3d coat	SVN / Hansoft / Jira
Photoshop	Unfold 3d	

EXPERIENCE

- **Unannounced Title** (for PC) Vorpal Studios October 2016 – Present
Remote position as Lead creating 3d, PBR assets using Substance Painter. UE4.
- **Terra Monsters 3** (for Mobile) Social Titans November 2015 – July 2016
Remote position converting 2d character illustrations into 3d textured meshes for Terra Monsters 2. Unity.
- **Dungeon Defenders 2** (for PS4 and PC) Trendy Entertainment January 2015 – September 2015
Modeled and textured weapons and props. Modeled and textured organic and modular environment assets. Created custom collision and lightmaps. Vertex painting. In game material and multi sub material setup. UDK.
- **Dungeon Defenders Eternity** (for PC and Mobile) NomNom Games March 2014 – December 2014
Modeled and textured equippable low poly armor sets, weapons and props. Tileable texture creation. Working with Greybox layouts. Modeled and textured organic and modular environment assets. Created custom collision and lightmaps. In game material setup. Created Menu and HUD icons, panels, and buttons. UDK.
- **Monster Madness Online** (for PC and Mobile) NomNom Games December 2013- March 2014
Modeled and textured weapons and props. Modeled and textured organic and modular environment assets. Modeled and textured equippable low poly armor sets and accessories. In game material setup. UDK.

EDUCATION

- **SMU Guildhall** Plano, TX MIT, Masters of Interactive Technology, Art Creation May 2013
Voodudes guildhall game was featured at Intel's GDC Booth. Awarded best 2d enemy for Rattack!
- **(SAIC) The School of the Art Institute of Chicago** Chicago, IL BFA May 2009
Recognition Merit, SAIC support, Enrichment, Transfer, and Portfolio scholarship. (Combine for a full scholarship)
- **Mesa Community College** Mesa, AZ AGS, emphasis in Fine Art May 2005
Artist of promise winner for Maricopa County, AZ.