



EDUCATION

Art Institute of Pittsburgh (AiP) | Pittsburgh, PA | 2006 - 2009
B.A. in Game Art & Design

Kellogg Community College (KCC) | Battle Creek, MI | 2003 - 2006
Associates in General Studies

OBJECTIVE

To obtain a position modeling 3D props and environments that will breathe life into a virtual world and create a unique experience for the players of the next great game.

PRIMARY SKILLSET

My skills are focused on the creation of high-end 3D props and environmental pieces that take advantage of a next generation engine pipeline.

My studies have primarily involved the useage of the Unreal Engine 3 pipeline to generate next-gen assets: High polygon digital sculpting to game-ready low polygon models for the engine. Includes light, normal and specular map generation and bake-down.

- Low Polygon 3D Modeling
- High Polygon Hard Surface Modeling
- Efficient UVW Unwrapping
- Hand Painted & Photo Source Texturing
- UDK Level Editor, Unrealscript & Kismet
- UDK Art Asset Pipeline Knowledge
- High Poly Digital Sculpting
- High to Low Poly Light/Normal Map Baking Process

SECONDARY SKILLSET

Animation: A basic understanding of animation using biped and standard 3DS Max animation features on top of fundamental knowledge of traditional animation techniques.

2D: A fundamental knowledge and ability to sketch out and concept ideas and storyboards for models, characters, level design, flow and functionality in order to communicate ideas effectively.

SOFTWARE SKILLSET

- 3D Studio Max
- Pixologic Zbrush
- UDK (Unreal Development Kit)
- Adobe Photoshop (Premiere, After Effects, Encore, Dreamweaver)
- Flash (Animation)

EXPERIENCE

LIQUID DEVELOPMENT (JULY 2010 - CURRENT)

3D Modeler/Hard Surface Modeler - Worked as a contract artist on one AAA title and one up-and-coming new release game. Was responsible for modeling and texturing high quality hard surface assets under strict deadlines, receiving feedback and making appropriate changes as directed.

MOD WORK (JUNE 2010 - JULY 2010)

Environment Artist for Orion Mod - Created multiple assets for a multiplayer map based on provided concepts. Made use of modular asset design to ensure maximum visual quality and ease of level creation.

(FEB 2010 - APRIL 2010)

Modeler & Level Designer on a 14-week UDK Mod - Responsible for the creation of the primary game asset (a futuristic vehicle) for a UDK-based racing mod while under a strict deadline. Created in-game props and materials for the environment and was responsible for aesthetic prop distribution and environment decoration.

COURSEWORK (2006 - 2009)

3 Years of Traditional & Game-Oriented Classes - Played a wide variety of team-oriented roles with responsibilities including: 3D Environmental Asset Creation, Level Layout & Design, 2D Concept Artist, Static & Dynamic Interface Design, 3D Character Modeling, Texture Art, Scene Design, UT3 Kismet Monkey, Video Compositing & Editing.