

Summary

3D Environment and Prop artist who thrives in a creative setting, is collaborative, experienced, efficient, hardworking, problem solving, and loves creating stand out 3D art.

Software

Maya, Modo, Zbrush, Mudbox, Photoshop, XNormal, Ndo, CrazyBump, UDK, CryEngine 3, Unity, Word, Excel.

Work Experience

TurboSquid – Freelance 3D Artist

Oct 2011 – Aug 2012

- Created High or Low Poly Models and Textures for assets ranging from vehicles, props, architecture, and characters for Custom 3D Services
- Exhibited a keen attention to detail by consistently matching client needs with minimal rework
- Retopology and modifications to already existing client models

Open Outcast – 3D Artist (unpaid)

Nov 2011 – July 2012

- Created High and Low Poly Models and Textures for Props
- Created Particle Effects and Sprites and implemented into Cry Engine 3
- Collaborated with other passionate developers from around the world

iD Tech Camps (MIT) – Camp Instructor

June 2011 – July 2011

- Instructed a group of 8 campers ages 11-17 in the basics of modeling and animation using Maya
- Taught Platform Game Design using Multimedia Fusion 2
- Supervised campers throughout the day and provided a creative and interactive learning environment

Modea – 3D Intern

May 2010 – May 2011

- Created Models, Textures and Shaders for over 20 T-Mobile cellphones for online Marketing Demos
- Modeling Cleanup and Texture of Advanced Auto Parts Grinder Monster Truck
- Created Model, Texture, Render, and Video Editing of GMC Monza for Lenox cutsomething.com
- Created Low Poly Models and Textures of WWII Airplanes and Terrain for iPhone game in Unity

Virginia Tech CS Department – Research Assistant

Sept 2009 – May 2010

- Created High and Low Poly Models and Textures of Terra Cotta Warriors and Weapons
- Coordinated with Lead 3D Artist to achieve consistent quality of assets

Virginia Tech IDDL – Lead Artist

May 2009 – Jan 2010

- Created Models, Textures, Lighting and Organization of assets for a Virtual Student Center
- Rendered a walk through of hallways and multiple rooms in the VSC to work together modularly
- Oversaw quality and design of deliverables

Education

Vancouver Film School

Oct 2013

3D Animation and Visual Effects

Virginia Polytechnic Institute and State University

May 2011

Bachelor of Fine Arts specialization in 3D Computer Graphics, Industrial Design Minor

“Monster’s Turn” Collaborative Class Project

- Worked with Programmers and Artists designing and creating a 3D turn based strategy game in XNA

Virginia Tech Gaming Project

- Worked with Programmers and Artists designing and creating a 2D side scroller video game
- Competed in 2009 Microsoft Imagine Cup and qualified to 2nd Round

References Available Upon Request