

WORK EXPERIENCE

DRINK DRANK DRUNK | BAR, BEER, & WINE STORE

Co-Owner | 2014 - Present

- Brand & web development
- Bar inventory, staff, & business management
- Event planning

CIRCADENCE

Technical Artist | 2017 - 2021

- Create & Optimize UI elements in Unity for flagship cyber security training suite
- Design UI/UX screens, panels, and flows for new features using Adobe XD
- Create mockups in Photoshop of the high fidelity UI and break out into spritesheets and create style guides for implementation

FREELANCE

Game Artist & Designer | 2016 - 2020

- Optimize 3D models to increase quality and performance in game engines or renders; Remodeling where needed
- Create PBR materials with supporting textures; Design and implement UI assets
- Improve lighting for lightmaps, as well as integrate reflection and light probes into scenes within game engines

THIRD TRACK

Artist | 2012 - 2016

- Built 3D art for training simulators developed for large clients
- Designed and directed art production for a First Person Shooter, 3D Platformer(s), and top-down Dungeon Crawler for the studio; Illustrated 2D art for a mobile puzzle game and many other game concepts
- Prepared UI for implementation on all projects requiring it, including a client project for iOS & Android devices
- Demonstrated 3D modeling, texturing, level design, lighting, 2D UI design & implementation abilities; Performed the role of "Technical Artist" by working closely with the programmers

INDIE EXPERIENCE

9 LEFT LABS

Game Artist & Designer | 2016 - 2017

- Overhauled game graphics based off the original art wireframe
- Designed, solved, and refined game design features
- Launched marketing, website, and social media graphics and designs

3DRUNKMEN | 2012 - 2014

Game Artist, Designer, Producer, Project & Community Manager

- Recruited team members for art, sound, and programming; Managed team as Project Manager & Producer to keep members on task, creating deadlines and milestones
- Led development as Art Director & Game Designer; Prioritized aesthetic style, game flow, and features
- Publicized game marketing, website, and social media; Headed community relations

EDUCATION

SCHOOL OF COMMUNICATION ARTS | 2005 - 2006

Associates of Applied Science in Digital Animation

- Major in Environmental modeling, lighting, and texturing
- Minor in Character modeling, rigging, and animation
- Won 2 Gallery Awards
- Won the Animation Excellence Award

WHAT I DO

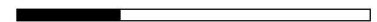
Photoshop



Adobe XD



Substance Painter



3dsMax



Unity



WHAT I HAVE DONE

CIRCADENCE

Project Ares

9 LEFT LABS

Jumble-Tron 2: Electric Boogaloo
Fan Feed

3DRUNKMEN

VANISH

THIRD TRACK

Couch Heroes vs The Dungeon
Playas Play

PACKT PUBLISHING

Learning Objective-C by
Developing iPhone Games

ICARUS STUDIOS

Fallen Earth

REPUBLIC OF FUN

World of Zombies
Damn Ogres!
Mahjong Dragons
Caregiver Chronicles
Scrabble Journey
Merv Griffin's Crosswords

RENEGADE ENTERTAINMENT

Drag Racer v2
Drag Racer 3
Drag Racer: Perfect Run
Sindicato