

EXPERIENCE

PLAYER FOUND | Indie Studio | 2025 - Present

Co-Founder - Creative Director, Game Director, Project Manager

Directing creative strategy, game design, and production.
Lead UX/UI direction, focusing on player experience, system flow, and in-engine integration.
Manage milestones and features, lead meetings, and oversee task planning.
Contribute directly to development, including level design, lighting, and Unity implementation.

BKOM STUDIOS

UI Integration Expert | 2021 - Present

Designed UX flows and UI systems in Unity and Unreal, ensuring consistent and seamless player interaction.
Created Unity UI training guides and plans that improved onboarding speed and supported team scalability.
Led UI integration for the team, resolving blockers and accelerating delivery across 8+ shipped projects.

CIRCADENCE

Technical Artist | 2017 - 2021

Built and optimized UI for a flagship cybersecurity training suite in Unity.
Designed UI/UX screens and flows for new features using Adobe XD.
Created high-fidelity mockups in Photoshop, producing spritesheets and style guides for implementation.

DRINK DRANK DRUNK | BAR, BEER, & WINE STORE

Co-Owner | 2014 - 2021

Designed customer-facing digital experiences (menus, promotions, web), improving usability and brand consistency.
Planned and executed community events, driving traffic and repeat business.

FREELANCE

3D Artist | 2016 - 2020

Optimized 3D models for higher quality and performance in game engines and renders, including remodeling when needed.
Created PBR materials and textures and designed UI assets for integration.
Enhanced lighting for lightmaps and integrated reflection and light probes within game engines.

THIRD TRACK

Artist | 2012 - 2016

Created 3D art assets for training simulators built for large-scale clients.
Directed art production for multiple game types (FPS, 3D platformers, top-down dungeon crawler) and illustrated 2D art for mobile puzzle projects.
Prepared UI for implementation across projects, including a client release for iOS and Android.
Worked as a hybrid technical artist, handling modeling, texturing, level design, lighting, and UI while collaborating closely with programmers.

3DRUNKMEN | Indie Team | 2012 - 2014

Game Artist, Designer, Producer, Project & Community Manager

Recruited and managed cross-disciplinary team members (art, sound, programming) as Project Manager & Producer, establishing deadlines and milestones.
Directed art and game design, shaping aesthetic style, gameplay flow, and feature priorities.
Led marketing and community outreach, managing the website, social media, and player relations.

EDUCATION

SCHOOL OF COMMUNICATION ARTS | 2005 - 2006

Associates of Applied Science in Digital Animation

WHAT I DO

Photoshop



3dsMax



Adobe XD



Unity



Figma



WHAT I HAVE DONE

BKOM STUDIOS

Sunday Gold
Pathfinder: Gallowspire Survivors
Arena Battle Champions
Before Your Eyes - Mobile Port
Grit & Valor - Switch Port
Microsoft Minesweeper (2022)
Zorro: The Chronicles
TruPlay

CIRCADENCE

Project Ares

3DRUNKMEN

VANISH

THIRD TRACK

Couch Heroes vs The Dungeon
Playas Play

PACKT PUBLISHING

Learning Objective-C by
Developing iPhone Games

ICARUS STUDIOS

Fallen Earth