**Experience**

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| **Character and Environment Artist - Game Wizards** | – Santa Monica, CA |

### Victim

* 1. – Unreal Engine – nominated “Best Single-player Indie” in 2010 by indieDB.com
		+ **Environment artist:** Created 3D game-ready assets.

### Deadskins

* 1. – Unreal Engine
		+ **Character artist:** Sculpted, textured, and retopologized 3D characters.
		+ **Environment artist:** Created 3D game-ready assets.

### Imly

iPhone/iPad – Unreal Engine

* + - **Character artist:** Textured and retopologized 3D characters.
		- **Advertisement:** Put together the trailer that was to be used to promote the project.

# Technical Skills

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| 3D modeling and Texturing |

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| * High poly modeling
 | * Capable of creating levels in Unreal Engine and proficient in Kismet
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| * Creates textures for game-ready models
 | * Capable of creating 2D concepts
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| * Experience with high-poly to low-poly workflow
 | * Capable of creating particles and has a basic understanding of particle animation
 |
| * Experience in retopologizing 3D assets, weapons, and characters
 | * Capable of creating a basic character rig
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# Education

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| Bachelor of Science – Game art and Design |

**The Art Institute of California - Los Angeles** – Santa Monica, CA Oct. 2009 – Sept. 2013

 GPA: 3.5/4.0

# Software

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| 3D modeling and Digital Toolsets |

* **3D Modeling:** Zbrush, 3D Studio Max, Maya
* **Level Editors:** Unreal Development Kit
* **Digital Art:** Adobe Photoshop and Adobe Flash
* **Digital Video Editing:** Adobe Premiere
* **Office Tools:** Microsoft Word, Microsoft Excel, Microsoft PowerPoint

# Personal

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| Interests and Hobbies |

* Gaming, League of Legends, digital painting, digital sculpting, and rollerblading.

# References

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| Available Upon Request |