

## SUMMARY

A proactive Environment and Prop Artist who uses a variety of processes and tools to produce outstanding worlds and designs. Driven to create the vision of the Designers and become a Lead Designer or Art Director in the future.

## EDUCATION

### Ferris State University

Bachelor of Applied Science (B.A.Sc.),  
Digital Animation and Game Design  
2013 – Present (Graduation Fall 2017)

## EXPERIENCE

### Think Chromatic

#### Contract Artist on RoOomy\* and more.

May 2016 - Present | Grand Rapids, MI, United States of America

- Modeled hard/soft body game ready/cinema quality props using 3DS Max
- Created material finishes both custom and procedural using the Substance Suite
- Managed small group of artists using Agile management to finish large volumes of props
- Video editing and post process work on renders/animations with After Effects and Photoshop
- Realistic lighting and rendering with V-Ray, and Corona
- Basic navigation of AutoCAD

### Steelcase

#### Product Illustrator (Co-op Technical Curriculum) on Unannounced Project

September 2016 - December 2016 | Grand Rapids, Michigan, United States of America

- Worked with CAD Data to model and texture web ready models and tilable textures using Photoshop

### Ferris State University

#### Environment Artist, UX Designer, Graphic Designer on Senior Capstone\*

January 2017 - May 2017 | Grand Rapids, MI, United States of America

- Concepted and created an environment in two different styles showcased in Unreal Engine 4
- Designed, tested, and created posters and small booklets for print
- Taught the analysis of an art style and how students can apply it to their own work

### Reset Studios

#### Contract UI/UX Designer on Untitled Prototype

September 2016 - December 2016 | Grand Rapids, MI, United States of America

- Designed, tested, and created UI for an untitled game prototype to fit a targeted market
- Assets generated in Adobe Illustrator and Photoshop

## ACCOMPLISHMENTS

- Eagle Scout
- Lynda Graphic Design Certification
- Deans List 2014, 2015, 2016, Spring 2017
- Lynda Product Photography Certification

\* = Shipped Product