

Consultant and 3D hard surface artist with 10 years of experience in sensitive corporate environments. Looking for an opportunity to utilize previous experience and training in a 3D modeling capacity to deliver epic scenes to audiences and clients. Open to relocation.

### Relevant Experience

#### Consultant

*Sole Proprietorship*

2016 - Present

Identify problems and concerns, research and recommend solutions to clients based on needs and specifications.

- *Slawson Companies, Commercial Real Estate* - Manage research, develop and present a virtual reality (VR) entertainment tourist attraction facility (\$60 million plus valuation). Incorporate market factors and relevant conditions (i.e. Sales tax Revenue Bonds (STAR), EB-5 funding, grants, and gross receipts).
- *Fractured Reality Studios* - Identify art department software and staffing needs, develop file specification standards, determine production barriers, and recommend solutions to owners.
- *Quickdraw Studios* - Identify art department software needs, determine production barriers, and develop art department non-personnel operating budget.

#### 3D Modeler

*Saving Throw Studios*

2016

- Model and texture hard surface meshes in Physically Based Render (PBR) style (3ds Max, Substance Designer, Substance Painter, Adobe Photoshop).
- Rig hard surface meshes for implementation into Unity game engine.

#### Prototyper

*Epic Games - Forum Community Member*

2014 - 2016

- Model and texture prototype 3D hard surface meshes in the PBR style (3ds Max, Substance Designer, and Substance Painter).
- Implement models and textures into Unreal Engine and Unreal Tournament 4.

#### Managing Partner

*Dream Forge, LLC*

2013 - 2016

- Establish mobile applications studio
- Oversee production of video games and mobile apps (unity software engine).
- Direct art styles and asset creation
- Design UI wireframes and UI assets (Adobe Photoshop and Illustrator)
- Manage outsourced contractors.
- Create and manage production schedules and operating budgets.

#### Founder / Lead Level Designer

*Dream Forge Maps*

2012 - 2014

- Establish international team of level designers to create multiplayer levels.
- Oversee production of levels, quality assurance, marketing, and consulting activities.
- 2 levels incorporated into official Activision Blizzard properties and events.
- 4 levels incorporated into major international eSports tournaments (sponsors Major League Gaming, ESL Gaming Network, Collegiate Star League, and Global Starcraft League).

### Core Skills

- Modeling
- Texture Baking
- Physically Based Render (PBR) Texturing

### Software

- 3ds Max
- Adobe Illustrator
- Maya
- Adobe Photoshop
- Quixel Suite
- Speed Tree
- Substance Designer
- Substance Painter
- Unity
- Unreal Engine 4
- ZBrush

### Courses

- Introduction to Maya 2017
- Skill-BUILDER: Interpretive Modeling in 3ds Max
- Professional Tips for Modeling Complex Shapes
- Sculpting Modular Structures in ZBrush
- Sculpting a Stylized Axe in ZBrush
- Unreal Engine 4: Beginner's Guide to Lighting

### Affiliations

American Institute of Graphic Arts (AIGA)

### Education

Masters of Public Administration (MPA)

*Wichita State University - 2015*

Certificate of Public Finance  
*Wichita State University - 2015*

Bachelor's of Science  
*Wichita State University - 2012*