

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.

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

- Planned, 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

Underbite

Environment Artist Intern on Super Dungeon Tactics*

September 2015 - December 2015 | Grand Rapids, MI, United States of America

- Created hand painted low-poly environment assets
- Communicated concept art from 2D to 3D.

EDUCATION

Ferris State University

Bachelor of Applied Science (B.A.Sc.),
Digital Animation and Game Design
2013 – Present (Graduation Fall 2017)
GPA: 3.7

ACCOMPLISHMENTS

- Eagle Scout
- Lynda Graphic Design Certification
- Deans List 2014,2015,2016, Spring 2017
- Lynda Product Photography Certification
- Planned and executed clothes drive to collect interview apparel for the homeless

REFERENCES

Gary McCombs

Warehouse Supervisor at Motovicity Distribution

To respect the privacy of others, some information is only available upon request.

Brett Deacon

Product Graphic Analyst at Steelcase

To respect the privacy of others, some information is only available upon request.

Jacob Pollak

Instructor at Ferris State University

To respect the privacy of others, some information is only available upon request.

Sydney Bennett

Customer Service Territory Manager at Nucraft

To respect the privacy of others, some information is only available upon request.