

3D Environment Artist and Consultant 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

3D Environment Artist

Dreamforge Studios (formerly Landslide Games)

2017 - Present

- Model and texture meshes in Physically Based Render (PBR) style (3ds Max, Substance Designer, Substance Painter, Adobe Photoshop).
- Rig meshes for implementation into Unreal Engine.
- Prototype Unreal Engine implementation of modular 3d animation rigs.

<https://www.dreamforge-studios.com/>

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.

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