

## -PROJECTS-

### AEROTEK (NINTENDO)

APRIL 2017- CURRENT

Working on an exciting unannounced project! Check back soon.

### OBSIDIAN ENTERTAINMENT

OCTOBER 2015- FEBRUARY 2017



ARMORED WARFARE  
(PC, MULTIPLAYER SHOOTER)

- Modeled both organic and hard surface assets, then created both unique and tile-able textures in Quixel Suite or Substance Painter to completion
- Implemented game-ready models in to CryEngine, set dressed maps, textured terrain
- Responsible for 10 maps – fixed over 200 bugs and optimized 400 textures to improve gameplay and aesthetics
- Made level of detail models, destroyed models, and tight collision
- Quickly pumped out assets on a strike team for an early unannounced project

### HER INTERACTIVE

APRIL 2013- APRIL 2015



NANCY DREW TITLES:  
-MIDNIGHT IN SALEM  
-SEA OF DARKNESS  
-LABYRINTH OF LIES  
-SHATTERED MEDALLION  
-THE SILENT SPY

(PC, MYSTERY)

- Shipped a game on time every 6 months in a self-managed environment
- Created entire levels as fast as 2-3 week turnaround
- Scenes modeled and lit in V-Ray with a deep understanding of shaders
- Worked closely with design team to enhance the story into the levels
- Created a 14-page hand drawn mini comic book for in-game assets and a movie-size poster for the merchandise shop
- Photographed and organized thousands of reference images from onsite overseas

### TURN10

JULY 2012- FEBRUARY 2013



FORZA 5  
(XBOX ONE CONSOLE)

- Graybox modeled hundreds of assets for the second largest level in game
- Used photoscan data and massive image library of a real-world race track to carefully place all assets in map
- Crafted physically based rendered shaders
- Organized huge reference library for easier use

### HIDDEN PATH

DECEMBER 2010- APRIL 2012



COUNTER STRIKE:  
GLOBAL OFFENSIVE  
(PC, MULTIPLAYER SHOOTER)

- Modeled and textured props ornate and structures including the famous temple in Dust
- Made tight collision, player and bullet-ready

### SONY BEND

MAY 2008- FEBRUARY 2009



RESISTANCE : RETRIBUTION  
PSP CONSOLE, SHOOTER

- Enhanced the story through environment with 3D models and textures on strict handheld console memory budget
- Animated and polished 14 in-game cinematics with in-house tools

## -SOFTWARE-

3DS MAX  
PHOTOSHOP  
SUBSTANCE PAINTER  
MAYA  
ZBRUSH  
UNREAL ENGINE  
CRYENGINE

## -EXP-



## -SKILLS-

ARCHITECTURE / PROPS / VEHICLES / FOLIAGE  
HIGH-POLY MODELING / LOW-POLY MODELING / TEXTURING  
WORLD BUILDING / PBR TEXTURING / HARD SURFACE MODELING  
SCULPTING / LODS / COLLISION / UV UNWRAP

## -PUBLICATIONS-

3D WORLD - ISSUE 216, JANUARY 2017-

STAR WARS DOCKING BAY 94, MOS EISLEY. GROUP FAN PROJECT

3D CREATIVE - ISSUE 119, JULY 2015 -

ZERO G SPACE STATION HALLWAY AND APARTMENT

## HONORABLE MENTIONS:

XNORMAL, UNITY, V-RAY,  
KNALD, WORLD MACHINE

## -EDUCATION-

BACHELOR OF FINE ARTS IN PRODUCTION ANIMATION, DIGIPEN INSTITUTE OF TECHNOLOGY ~ 2004-2008 (GRADUATED)

## -SIDE QUESTS-

RESCAN (2017-CURRENT) - ARCHITECTURE MODELING FOR AR/VR

DIGITAL EEL (2013-2014) - INDIE KICKSTARTER GAME "SEA OF STARS 3: INFINITE SPACE"

COMMUNITY EVENT FLYERS, SMALL BUSINESS LOGOS