

## Experience

- Environment Artist** • Deck Nine Games Nov 2016 - Present  
*Life is Strange: Before the Storm (2017)*  
 Full time environment artist working on scene props and assets.
- Prop Artist** • Razor Edge Games May 2016 - Oct 2016  
*Epocalypse: The Afterfall*  
 Contract prop artist working with the hard surface team creating weapons, props and hero assets for the game Epocalypse: The Afterfall.
- Environment Artist** • Arizona State University Mar 2014 - Sep 2014  
*M2D2: Merging 2 Discover 2morrow*  
 Contract environment artist working on “M2D2: Merging 2 Discover 2morrow,” an educational game for special needs students and juvenile detention facilities in Arizona.
- Environment Artist** • The Art Institute of Phoenix Jul 2013 - Mar 2014  
*Vermin! Radiation Roundup*  
 Student development team working on “Vermin! Radiation Roundup,” a tower defense game created in a competitive environment.

## Education

- The Art Institute of Phoenix Mar 2014  
**Bachelor of Arts in Game Art and Design**  
 3.8 CGPA • Honor Graduate • Alpha Beta Kappa National Honor Society • Student Game Developers Association
- Paradise Valley Community College Jul 2011  
**Associate in Business**  
 Business Administration and Management

## Software

- 3DS Max
- Maya
- Photoshop
- zBrush
- 3D Coat
- Mudbox
- Unreal
- Unity
- CrazyBump
- xNormal
- Quixel Suite
- Toolbag 3

## Honors

- Portfolio of Show • The Art Institute of Phoenix Mar 2014  
 Honor Graduate • The Art Institute of Phoenix Mar 2014  
 Member • Alpha Beta Kappa National Honor Society Feb 2014  
 Eagle Scout • The Boy Scouts of America Nov 2005

## Skillset

- 3D Modeling
- High Poly
- Low Poly
- 3D Sculpting
- Unwrapping
- Texturing
- PBR