

Summary

Specialized in building full 3D environments utilizing a thorough pipeline: from concept to building high and low poly models, building modular assets, unwrapping and maximizing UV space, matching texel density, baking all necessary maps, building full texture sets, optimizing all meshes and materials, finalizing all elements, and properly implementing them into Unreal Engine 4.

Skills & Software

- 3D Modeling (Hard Surface, Organic)
- UV Mapping/Unwrapping/Packing
- Digital Sculpting
- Texture Baking
- Creating Shaders and Materials
- Painting/Building Textures from Scratch
- 3ds Max
- Maya
- ZBrush
- V-Ray
- Substance Designer
- Substance Painter
- Quixel Suite
- Unreal Engine 4
- Unity 5
- Photoshop

Experience

SENIOR VISUALIZER | DESIGN DUNCAN MILLER ULLMANN | APRIL 2018 - PRESENT

- Model, unwrap, texture, and render furniture and home décor.
- Convert non-seamless textures to seamless with proper, down and dirty Photoshop manipulation.
- Build and render scenes of five-star hotels and restaurants for clients such as Disney, Hyatt, Wingate, Hotel ZaZa, St. Regis, and Marriott.

CGI PRODUCTION ARTIST | HARPER HOUSE | APRIL 2016 – MARCH 2018

- Converted non-seamless textures to seamless with proper, down and dirty Photoshop manipulation.
- Built textures from scratch (Albedo, Spec, Gloss, Reflect, Roughness, Normal, Height, Ambient Occlusion) when scans or lab graphics were not available or provided.
- Modeled, unwrapped, textured, and rendered furniture, appliances, and home décor.
- Built and rendered products and architectural scenes for clients such as Dell, Big Chill, Daltille, Marazzi, Capital Lighting, Duralee, Color & Design, Fabricut, and TRI-KES.
- Lead the pursuit in evaluating, testing, quoting, and building new workstations for the CGI Department.
- Built new workstations in-house which included dual-processor motherboards and 22-core CPUs, giving each machine 88 logical cores of rendering power locally, at a total price of approx. \$6,500. This allowed 3-hour renders to be completed in 20 minutes.
- Saved Harper House approx. \$6,500 per new workstation by building them in-house. The total price of the same workstation built through vendors such as Dell, HP, BOXX, or Puget Systems, ranged from approx. \$13,000 to approx. \$19,000.

VISUALIZATION SPECIALIST (CONTRACT) | FAULKNER DESIGN GROUP | JUNE 2015 – OCTOBER 2015

- Used 3ds Max to fix, re-build, and optimize Revit scenes for Unreal Engine 4.
- Created photorealistic stills of architectural spaces using Revit, 3ds Max, Mental Ray, and iRay.

3D ARTIST (INTERN) | SONY ONLINE ENTERTAINMENT (SOE) | OCTOBER 2014 – DECEMBER 2014

- Broke down entire levels from EverQuest: The Darkened Sea expansion pack, prepping the individual assets so that they could be sold on the EQ Marketplace.
- Converted open-face assets to water-tight, fixed their UVs, and corrected any existing errors.
- Modeled and textured lanterns, robes, and banners for a future EQ expansion pack.

MASS COMMUNICATION SPECIALIST | US NAVY | MAY 2008 – AUGUST 2011

- Produced entertainment and lifestyle news reports, music videos, and commercials.
- Filmed and photographed almost every aspect of US Navy military operations at sea and ashore.
- Designed graphics for websites, posters, magazines, newsletters, and military archives.
- Edited, toned, captioned, and uploaded photographs and video for news publications.

Education

BACHELOR OF SCIENCE: GAME ART AND DESIGN | 2015 | THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO

- Team Lead for Sony Online Entertainment (SOE) Mentorship Program.
- Prop, Character, and Texture Artist for team Right Meow, San Diego Game Jam 2014.
- Prop and Texture Artist for team The Skypeians, Ludum Dare Game Jam 2013.