

Profile

I am a highly motivated and determined artist that aims to create imaginative and inspiring worlds. I am able to work passionately on a team but just as efficiently as an individual. With a deep understanding of multiple disciplines, I am able to effectively aid my teammates throughout the pipeline. My goal on every project is to inspire others as well as master my craft.

Software Proficiency



Skills

UI Art experience - Proficient at creating visual mockups for UI screens and assets. Able to create UI prototypes in Xd to communicate game flow.

2D Art experience - Excel at creating concept art and illustrations for production pipeline. Able to utilize 3D modeling and photo elements to produce polished concept and illustrations. Artistically flexible in style/ genre and able to adjust for different realms of production.

3D Artist experience - Proficient with creating optimized high and low poly models in both Maya and 3Ds Max. Knowledgeable about PBR workflow and Unreal Engine.

Career History

Star Wars: Jedi's Challenges, Blind Squirrel Games // Concept Artist | 2017– Created concepts and turnarounds for maps in augmented reality game.

Sims 4, Blind Squirrel Games, Ui Artist | 2017– Ported Sims 4 from PC to Xbox 1 and Playstation 4.

Duelyst, Counterplay Games, Concept/ Ui Artist | 2015- 2017 - Created environments, props, and ui assets for in-game use.

Petersen Games, Glorantha: The Gods War, Concept Artist | 2016- Created concepts and turnarounds for characters and creatures to be 3D model for figurines.

Uniwar, TBS Games, Concept Artist | 2015- Created illustrations to for tournament and in-game events.

Cyntopia: Future is now, Fairia Games, Concept Artist | 2014 - 2015 - Created modular environment tiles for a sci-fi tabletop board game.

Sector 13 Studios, Concept Artist/ Illustrator | 2013 - 2014 - Created multiple character designs and illustrations for a tabletop RPG.

Steven Bean Games, Concept Artist/ Illustrator | 2013 -2014 - Produced multiple illustrators and concepts to promote multiple analog game titles.

Education

Brainstorm School | 2016

Robot Pencil Mentorship | 2015

Concept Design Academy | 2014

Art Institute of California, Orange County | 2010- 2013
Bachelors of Science Degree in Game Art and Design