



3D GAME ARTIST

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Education

BFA in Illustration
Virginia Commonwealth University
Graduated May 2017 Magna Cum Laude

CG Master Academy
Weapons and Props for Games
UE4 Modular Environments

About

I'm a 3D Game Artist specialized in environments and props, with further experience in design and realtime VFX.

Skills

Maya, Zbrush, Substance Suite, Unity, Unreal Engine, Trello, VSTS, SourceTree

Experience

Game Artist at Daemon Games
October 2017 to Present

Responsible for creating art assets for an unannounced mobile RPG title, in cooperation with the rest of the team. Responsibilities include design, VFX, modelling, and texturing.

Concept/Story Artist at Learn Play Games
September 2016 to February 2017

Produced 2D concepts of characters, environments, props, and storyboards for an unannounced educational game.

