

3D and 2D Artist for Games, ArchViz, VR, and Product Design

Accomplished 3D and 2D Artist with over 11 years of video game development experience. Created virtual environments and products for client visualization and analysis.

Key Skills:

- High resolution modeling
- Low resolution modeling
- FDM 3D Printing
- Graphic Design
- 2D Graphics
- Texturing (realistic and hand painted)
- Rigging
- Animation
- PC, Mobile, Xbox 360 development experience
- C# C++
- Virtual Reality
- PBR workflow
- Character, creature, foliage, weapon, hard surface and environment modeling.

Software:

- Unreal Engine
- Unity Engine
- Amazon Lumberyard Engine
- Maya
- 3DS Max
- Softimage
- ZBrush
- Substance Designer
- Substance Painter
- Marmoset
- Adobe Creative Suite
- Quixel Suite
- VisSim Traffic Simulator
- Source Engine

Professional History

Real-Time Department Manager / Virtual Reality Visualization Specialist, Red Leonard Associates, Cincinnati, OH (January 2016 - November 2018), Created real-time rendered architectural sites for client visualization and analysis. Sites are accurate complete with time of day simulation, landscaping, animated traffic and lighting analysis. Managed and organized a team of artists to ensure model accuracy and timely release.

Freelance 3D Artist Eppy Games, New York, NY (June 2015 – December 2016), Professional quality 3D models, animations, and concept designs for the upcoming game Dirtbags Motor Club.

Untame Games, New York, NY (October 2010 - September 2011), 3D Artist, Created 3D assets for an independent game titled Rope Rescue for the IOS and Android mobile platforms.

Kuma Games, New York, NY (February 2006 – May 2015), Lead 3D Artist, Created characters, props, and environments for multiple games released by Kuma Games. Model rigging, animation, lighting, level optimization, and employee training. Streamlined content creation process to allow for quick completion that matched the episodic requirements of the company's business model.

Planet Toys LTD, New York, NY (August 2005 – February 2006), Product Designer, Created concept designs, illustrations, and control drawings for new and upcoming toys sold at major toy stores.

Education

New York Institute of Technology, New York, NY – Bachelor of Fine Arts in Computer Graphics, May 2005

Awards

Global Game Jam - Best Overall Game: Recognized as the best overall game made in 48 hours
Global Game Jam – New York University Game Center Site, 2010

Mackie Award for Best Technical Achievement: Recognized technical excellence in creating the machinima "Leaving the Game". American Film Institute – Digital Content Lab, Machinima.com, 2008