

Software

Proficient with Zbrush, Modo, Maya, Substance Painter, Marvelous Designer, Photoshop, Unreal 4

Skills

- Organic and hard surface modeling/sculpting
 - High-poly and low-poly modeling and optimization
 - Procedural and hand-painted texture creation
 - Import/export for various game engines (Unreal, Unity, proprietary in-house tools)
 - Asset management and source control (Perforce, Plastic SCM, and TortoiseSVN)
 - Extensive experience with player customization systems including MMOs and multiplayer shooters
 - In-depth knowledge of both stylized and PBR shading techniques and shader creation
-

Experience

Insomniac Games – 2015-present

Character Artist – Marvel's Spider-Man

Responsibilities:

- Design and create cutting edge 3D characters for Marvel's Spider-Man for the PlayStation 4
- Work closely with riggers, shader artists, and programmers to produce cinematic-quality art
- Clean and characterize scans of actors for performance captured characters
- Make new interpretations of classic suits, characters, and villains from classic Spider-Man media

Character Artist – Unannounced

Responsibilities:

- Lead a small, agile character team while working directly with rigging, design, gameplay, and other departments
- Develop and implement art style and tech guidelines for character and environment teams
- Supervise art outsourcing, feedback, and implementation
- Build schedules and assign tasks using Confluence and Jira alongside project management team

Facepunch Studios – 2014-2015 [Full time Freelance]

Character Artist – Rust, Deuce

Insomniac Games – 2014 [Freelance]

Freelance 3D Character Artist – Ratchet and Clank

Cryptic Studios – 2012-2013

Associate Character Artist – Champions Online, Neverwinter

S2 Games - 2011-2012

3D Artist – Heroes of Newerth, Strife