
Software Proficiency

Maya • Zbrush • UE4 • Unity • Substance Painter + Designer • Photoshop • Quixel • Xnormal • WorldMachine • SpeedTree • Perforce • JIRA • Office

Professional Skills

- Experienced at building efficient real-time environments that are consistent in quality and well optimized
- Able to take levels through the full modeling + texturing production pipeline, from greybox to final art that maintains a consistent stylistic direction
- Passionate about telling meaningful stories through environments, with a strong eye for technical and visual quality
- Capable of self scheduling tasks and hitting milestones on time and within asset budgets

Professional Experience

Environment Artist

Method EXP | June 2017 – Current

The Change, Internal Tech Demo (UE4: PC, VR, 2019) | Lead 3D Environment Artist

- Coached a small team of junior artists to ensure that environmental assets were made to the quality set by the Project Lead and AD
- Created asset plans and managed scheduling, documented workflow best practices, and organized project structures and consistency
- Primary owner of all world building tasks including; greybox and composition design, per asset reference and direction, high > low poly models for assets, texturing of props and landscape surfaces, set dressing, environment master shaders, optimization and performance testing
- Collaborated with creative directors to develop and reflect the emotional themes experienced by the main character in the environment
- Audited all parts of the environment with animation and rigging teams to ensure all assets worked correctly with the mocap performance capture

Robin Hood VR (Unity: Android VR, 2018) | Primary level owner and Environment Artist

- Built all environment tiles and texture sets used across the project, including heavily optimized textures atlases, draw calls, and point counts to enable high frame rates on mobile devices
- Designed a texture creation workflow to achieve a consistent look of stylized reality in the environment
- Supported lead lighter to reduce lightmap memory footprints and optimize lightmap resolutions across the game

Curse of the Lost Pearl: A Magic Projector Adventure (Unity: Room-Scale Cooperative VR Experience, 2019) | Environment and Prop Artist

- Created hero and set decoration assets from concept and from whole cloth with minimal direction
- Responsible for creating work that looks consistent and good up close with minimal extra draw calls
- Created LOD sets for props and environment meshes

Unannounced Project (UE4: AR, 2018) | Environment Artist

- Level owner of multiple areas of a real world environment on this unannounced title for mobile devices
- Recreated real world buildings and areas to a very accurate degree of detail while remaining within mobile specs
- Heavily optimized texture counts, draw calls, and shaders project wide
- Created custom LOD models that maintained visual target while also greatly reducing point counts

Environment Artist

Strength In Numbers Studios | July 2015 – Sep 2016

Tuebor (UE4, PC, 2016), Loops of Zen (UE4, iPhone, Android, 2016) | Environment and Prop Artist

- Primary Level owner for several multiplayer environments, responsible for taking levels from design blockouts and concepts to final art
- World building and level design greyboxing, modular environment kits and trim + tile textures, high > low poly props and textures, set dressing, lighting, organic modeling, UE4 master material setup, and collision + performance optimization
- Worked with AD and Lead Artist to maintain art quality and environment optimization across multiple maps with unique modular sets
- Led junior artists, created asset tasks, and created technical and workflow documentation

Environment Artist

Reactor Zero | Feb 2013 – July 2014 + Sep 2014 – Apr 2015

Rustbucket Rumble (Unity, PC, 2015) | Environment and Prop Artist

- Sole environment artist on the project, responsible for all environment work and props, as well as particle FX and lighting
- World building, greyboxing, and design layouts, environment modeling, props, textures, and FX
- Developed and helped maintain a consistent style for environments

Adjunct Professor, 3D Modeling and Environment Creation for Games

College for Creative Studies | Jan 2014 – July 2015 + Sep 2016 – Jan 2017

Adjunct Professor – Advanced 3D Environments

- Created syllabus and instructional materials guiding students through creating production ready game environments using UE4
- Taught live demos with in person mentoring of student's projects
- Introduced techniques for effectively planning and executing on complex environments
- Developed lesson plans teaching students techniques including tiling and trim texture creation and use, modular asset kit creation, PBR texturing, foliage and trees, high poly sculpting/modeling & normal baking, lighting, and shader creation

Education

College for Creative Studies
Bachelor of Fine Arts, Entertainment Arts