

<p><b>Star Wars Holograms (3D)</b>                  Death Star Trench Run                  Kylo Ren                  Han Solo In Carbonite</p> <p><b>Video Games</b>                  RIFT QA                  Gingerdead 3D Art (PC)                  Ur-Ine-Trouble 3D Art (Mobile)</p> <p><b>Freelance Clients (3D Art)</b>                  Chocolate Milk and Donuts,                  Arsenal Advertising, Rocksauce                  Studios, Joe Rothenberg Studios                  West Apps, Behold Games</p> <p><b>QA/CS</b>                  Dropbox (Trusource Labs)                  Pole to Win America</p> <p><b>Product Test Focus Groups</b>                  Crytek, Dell, uTest, Austin Tech                  Insights, User Research                  International</p> <p><b>Digital Journalism</b>                  G2 Crowd, Examiner.com                  eHow (Demand Media)</p> <p><b>Volunteering</b>                  IGDA, Captivate, GDC Online                  Conferences in ATX</p>	<p><b>Industry Experience</b> <span style="float: right;">12 years collectively in 3D</span></p> <hr/> <p><b>Heartflow</b> <span style="float: right;"><u>CT Analyst</u> <u>October 2016 – Present</u></span></p> <ul style="list-style-type: none"> <li>Using proprietary 3D software to Analyze CT Scans of human hearts, to convert voxel data into 3D models. DICOM format from Hospital patients.</li> <li>Consulted with co-workers for challenging data sets, and anomalous cardiac anatomy, identified disease. Software Product used in Hospitals internationally.</li> </ul> <p><b>Zebra Imaging</b> <span style="float: right;"><u>Graphics Artist</u> <u>August 2015 - August 2016</u></span></p> <ul style="list-style-type: none"> <li>Created 3D Environments for three Star Wars Hologram products for Disney.</li> <li>Holograms for clients in Architecture, Military, Medical, and Commercial use.</li> <li>Packaging products, Inventory tracking for Star Wars box sets, and displays.</li> <li>Customer Support using Zendesk and Jira. Documentation for render, practices.</li> </ul> <p><b>Dropbox</b> <span style="float: right;"><u>Customer Support</u> <u>March - April 2015</u></span></p> <ul style="list-style-type: none"> <li>Email Support for customers using Client and Web App versions of Dropbox</li> </ul> <p><b>iD Tech</b> <span style="float: right;"><u>Instructor</u> <u>June-July 2014</u> <u>August 2013</u></span></p> <ul style="list-style-type: none"> <li>Taught 3D courses to Teenagers 13-17 at universities across the United States</li> <li>Two week summer courses for Game Design Development with Unreal, Maya.</li> <li>Locations: TCU, Emory University, and University of Washington.</li> </ul> <p><b>Education</b></p> <p><b>Full Sail University</b> <span style="float: right;">July 2008 - July 2010</span>  <b>Bachelor of Science in Game Art</b></p> <p><b>Penn State University</b> <span style="float: right;">June 2006 – May 2008</span>                  Studied Communications with two years of general education credits.</p>
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**3D Art**

**Strengths**

**Modeling**, Organic and Hard Surface, Sub-D. **Texturing**, UV Maps, Normal, Specular. Node, Layer

**Medium Skill**

**Lighting and Rendering**. Sculpting, Retopology

**Improving**

PBR, Rigging, Technical Art, Animation, Scripting, Compositing.

**Software**

**3D Modeling:** Maya, ZBrush, Mudbox, 3DS Max  
**Texturing:** Photoshop, xNormal, CrazyBump, Quixel  
**Rendering:** Octane Renderer, Mental Ray  
**Game Engines:** Unreal 4, UDK, Unity

**QA/CS:** JIRA, Confluence, Topogun Alienbrain Fogbugz  
 Mantis, Zendesk, Google Suite  
**3D Printing:** Netfabb, MeshMixer  
**Production:** Perforce P4V, SVN, Drive, Slack, Telegram