

Education

Ringling College of Art and Design, Sarasota, FL
BFA, Visual Studies, May 2018

Experience

3D Artist

HookBang, Austin, TX - Oct 2019 - Present

- - Worked in office and remotely and shipped NBA 2k21
 - - Created unique assets for the Neighborhood I.E. Buildings and Various props
 - - Optimized assets and scenes for the Switch port
 - - getting my hands dirty with pretty much everything on the art side to help with bug fixing and ect...

Environment Artist/Designer

Orionark Games , Ladera Ranch, CA - Aug 2019 - Oct 2019

- Worked remotely with Orionark Games team; project code named "Orb Rivals"
 - Used Blender's Eevee rendering system to design and block out the environment space, followed by touch up and painted over in Photoshop
 - Sent daily updates to team and adjusted my designs based on their feedback
 - Modeled, textured, and set dressed the "Practice Factory" in Unreal Engine 4
 - Worked with gameplay designers to create collisions to ensure my designed pieces fit their block-out

3D Artist

RTCS Cardiac Systems, Raleigh, NC - Apr 2019 - Jul 2019

- Created 3D renderings of anatomical models and ventricular assist device for the treatment of patients with heart failure.
 - Used Blender's Eevee rendering system to speed up the output of renders and produce more iterations based on feedback quicker
 - Use Vray to produce final renders that were then used for presentations and meetings with investors and clinicians
 - Created and modified photos and graphic content utilizing Photoshop, Sketchup, Maya, Blender and other graphic design and photo editing software.
 - Created short animations demonstrating delivery of ventricular assist devices in cardiovascular anatomical models.

Environment Artist - Gothic Cathedral

Ringling College of Art and Design, Sarasota, FL - 2017- 2018

- Used Unreal Engine 4 and recreated the interior of a Gothic fantasy cathedral.
 - Modeled the interior of the cathedral in a mix of 3DS Max, Zbrush, and Maya.
 - Improved the workflow using Substance Suite to texture and then incorporated it into Unreal Engine 4 and enhanced it with Photoshop to pack all the textures and general edits.
 - Enhanced and improved the piece based on comments and critiques from instructors and peers.
 - Created a video showing the progress and demonstrated the layering of these steps.
 - Awarded Best of Ringling Senior Thesis

Additional Environment Artist Experience

Ringling College of Art and Design, Sarasota, FL 2014-2018

- Pitched ideas to faculty and peers using target images, storyboards, animatic trailers, tone videos, and personal concept art for pre-production.
- Participated in group critiques and iterated levels based on feedback
- Created camera movement using Unreal Engine 4 Sequencer for a game trailers
- Imported animations from Mixamo and retargeted them for different rigs
- Working knowledge of Unreal Engine 4 VR workflow

Mentorships

Heavy Poly Blender Mentorship

March 2019 - April 2019

- Worked with Vaughan Ling (Sony Animations) improving efficiency and developed more hard surface modeling skills.
 - Eight week internship using Blender to create models or scenes in a fast paced environment with aggressive time schedules.
 - Used guidance and mentorship from Vaughn to improve my models and scenes with additional feedback from my peers
 - Created and directed visually alluring shots and renderings based on feedback from Ling.

Robot Pencil 3D Environmental Design

April 2017 - May 2017

- Worked with Daniel McGowan (Amazon Games) improving my knowledge and skills using Unreal Engine 4, lighting, environmental design, and modeling.
 - Created concept art, designed and modeled the environmental space in Unreal Engine 4.

AWARDS

Best of Ringling - Annual Juried Student Exhibition - April 2018 - Sarasota, FL

- 8 out of 40 student's work were hand picked to be featured in an art gallery to represent our major.