



## WORK EXPERIENCE

### **Concept Artist** on **Mend** \ \ Dec 2019 - present

- Spearheading the art direction from "blue sky" exploration to implemented assets. Creating evocative promotional assets for the Oculus Store, pitch deck, social media, etc.

### **Contract Illustrator** at **St. Jude** \ \ Dec. 2019 - present

- Translating the complicated science of medical articles into an engaging hero image illustration for public viewing.

### **Contract Concept Artist** on **Kokopa's Atlas** \ \ Aug. 2020 - Nov. 2020

- Working from a brief, I designed NPCs and enemies that fit with the established game world. I then crafted the final concept art into attractive promotional images for use in a Kickstarter campaign.

### **Art Director** for **Paper Cuts Comic Anthology** \ \ Aug. 2018 - Jun. 2019

- Led a small team to raise over \$5,000 on Kickstarter. Created all marketing materials including the animated intro video. Designed the book and laid out all 157 pages of the anthology for print.

## RECENT EMPLOYMENT

### **Graphic Designer** at the **City of Memphis** \ \ Apr. 2017 - present

- In the first 3 months I revamped the job request system, clearing 2 years of backlog and increasing the department's output.
- Instrumental in increasing youth participation in library programs by 98% after my second year through engaging media.
- Established the first brand guidelines, standards, and asset packages for the Memphis Public Libraries to coincide with city branding.

## ACCOMPLISHMENTS

- 2020 Oculus LaunchPad Scholarship Recipient as part of the Mend development team.
- I received a nomination for a City of Memphis Ovation Award for modernizing the Communication Department's project workflow.

## SKILLS

Character Design  
Environment Design  
Prop Design  
Storyboarding  
3D Modeling  
Graphic Design  
Reference Research

## EDUCATION

Memphis College of Art  
BFA in Illustration  
Jan. 2009 - May 2011

## TOOLS I USE

Adobe Creative Suite  
(Photoshop, Illustrator,  
InDesign, Animate,  
After Effects), Blender  
2.8+, Unity, Substance  
Painter, PureRef,  
Slack / Discord