



Technical Skills

- **Autodesk Maya**
 - Modeling, texturing, rigging, MEL scripting.
- **Autodesk 3ds Max**
 - Modeling, texturing, rigging.
- **Pixologic Zbrush**
 - High poly sculpting, import/export pipeline, map generation, texturing.
- **Adobe Photoshop**
 - Graphic design, texturing, photo manipulation.

Experience

- April 2015-Sept 2017 **Turn 10 Studios/Microsoft** Redmond, WA
Car Artist
 - Asset work on all car assets in game including remodeling, retexturing, animation setup, shader/material setup.
 - Communication with multiple teams for asset specifications and licensing requirements.
 - Engine integration setup of outsourced assets.
 - QA test passes on newly submitted outsourced assets.
- Sept 2012-April 2014 **Zombie Studios** Seattle, WA
Environment Artist
 - Creation, rigging, and implementation of new environment, weapon, and vehicle assets from concept.
 - Unreal engine 3, 4, and Unity integration, shader work, and world placement.
 - Updating of assets for current and next generation fidelity.
- Nov 2010-July 2012 **Monolith Productions/WB Games** Kirkland, WA
Associate Character Artist
 - Evaluation, cleanup, rigging, and weighting of outsourced character and weapon assets.
 - Assisting lines of communication between the art team and outsourcers.
 - Modification of assets for uniformity and functionality.
 - Creation and implementation of new character art assets from concept.
 - Memory management and pipeline cleanup.
- Apr 2009-Present **3D Freelance Artist** Portland, OR
3D Modeler & Texture Artist
 - Contracted to model components of Columbia Sportswear shoes.
 - Contracted to model and texture numerous random objects for Doppstadt.
 - Rigging and weight painting for characters and objects for multiple clients.
- Oct 2004-Oct 2010 **Columbia Sportswear Company** Portland, OR
Stock Associate / Assistant Freight Supervisor
 - Stock, receive and manage inventory of store merchandise.
 - Assemble and tune newly purchased bikes sold by the store.
 - Managed a full team of stock associates no larger than 20.

Education

- 2006-2010 **The Art Institute of Portland** Portland, OR
 - Bachelor of Fine Arts, Game Art & Design.
 - Graduated with honors in June, 2010.
 - Concentration: Technical Direction/Rigging and 3D Modeling.