

- PROFILE:**
- Nearly a decade of experience creating assets for innovative games and high-end visual effects films.
 - Proven leadership ability with excellent communication, organization, and time-management skills.
 - Passion for creating visually engaging scenes and solving complex technical puzzles along the way.
 - Highly developed traditional art skills including design, color, depiction of light, and illustration.

EXPERIENCE:

SAE Expression College - Full Time Faculty Instructor

May 2017 - Dec 2018.

- Trained students to be technically proficient with current modeling and look development software.
- Encouraged artistic vision while overseeing day-to-day progress and assessing performance.

Industrial Light & Magic - Texture Artist

Nov 2015 - Nov 2016.

- Textured stunning environments and characters for *Dr. Strange* and *Transformers 5*.
- Finely-tuned details (down to the nose hairs) on Benedict Cumberbatch's digital body double.
- Collaborated to problem-solve issues on highly complex meshes using proprietary software.

Sanzaru Games, Inc. - Lead Shader/Texture Artist

July 2015 - Nov 2015.

- Directed a team of character artists in developing e-sports VR game assets using Unreal.
- Worked with programmers and engineers to reach optimal art quality within game limitations.
- Designed a flexible shading system for efficient, procedural editing, while ensuring artistic integrity.

Czarcade Games - Lead Concept Artist

Sep 2013 - Jan 2015.

- Developed the conceptual aesthetic for an indie game, which gained the project media publicity.
- Assessed impact of visual elements on storytelling and overall game path.

Rhythm & Hues Studios - Texture Painter

Apr 2010 - Mar 2013.

- Created materials and textures for a variety of films, including VFX Academy Award winner *Life of Pi*.
- Entrusted with lead responsibilities, such as training new hires and communicating with outsourcing.

Fisher-Price - Character Artist

May 2009 - Dec 2009.

- Modeled, textured, and rendered CG characters and environments within a Maya pipeline.
- Developed concept art and storyboards for transforming toys into stylized CG assets.

- SKILLS:**
- Proficient in Mari, Mudbox, Maya, Substance Painter, Bodypaint, Photoshop, and Z-brush.
 - Experience with Linux, V-Ray, Mental Ray, Renderman, Arnold, Nuke, and Unreal Engine.
 - Enthusiastic educator with a passion for learning and sharing the latest innovations.

EDUCATION:

Master of Fine Arts - Animation
Savannah College of Art & Design
Savannah, GA - 2008

Bachelor of Fine Arts - Art
Southern Oregon University
Ashland, OR - 2004