

OBJECTIVE

To help create amazing art within a great team/environment

OVERALL

- Ability to work within a complex next-gen or mobile art production pipeline under art and technical roles
- Experience working and communicating with multiple art outsourcing teams
- Strong understanding of environment modeling, lighting, structure, and layout within technical specifications
- A huge passion for environments, architecture, composition, and video games
- Detail oriented, organized, and always learning to help advance my skill set

RELEASED TITLES

- AAA SimCity – Cities of Tomorrow, PC
- AAA SimCity, PC
- Star Wars – Imperial Academy, iOS
- Star Wars – Brisksaber, iOS
- iBowl, iOS
- AAA Playstation Home, PS3
- Playce, PC
- Eternal Earth, PC
- Meru Virtual World, PC

EXPERIENCE

Electronic Arts – Redwood City, CA 11/18-present
Senior Cinematic Artist

Flying Wisdom Studios, San Francisco, CA 05/15-contract
3D Artist/Generalist

- New IP, mobile platforms: Helped develop the art pipeline for in house and outsourcing; involved a technical background in Unity and Maya; tested out level layout and design; created documentation for future artists; worked closely with creative and engineers

A.T.H., San Francisco, CA 01/14-04/15
3D Artist/Generalist

- Contract 3D Artist for multiple projects

Electronic Arts - Maxis, Emeryville, CA 06/13-11/13
3D Artist/Generalist

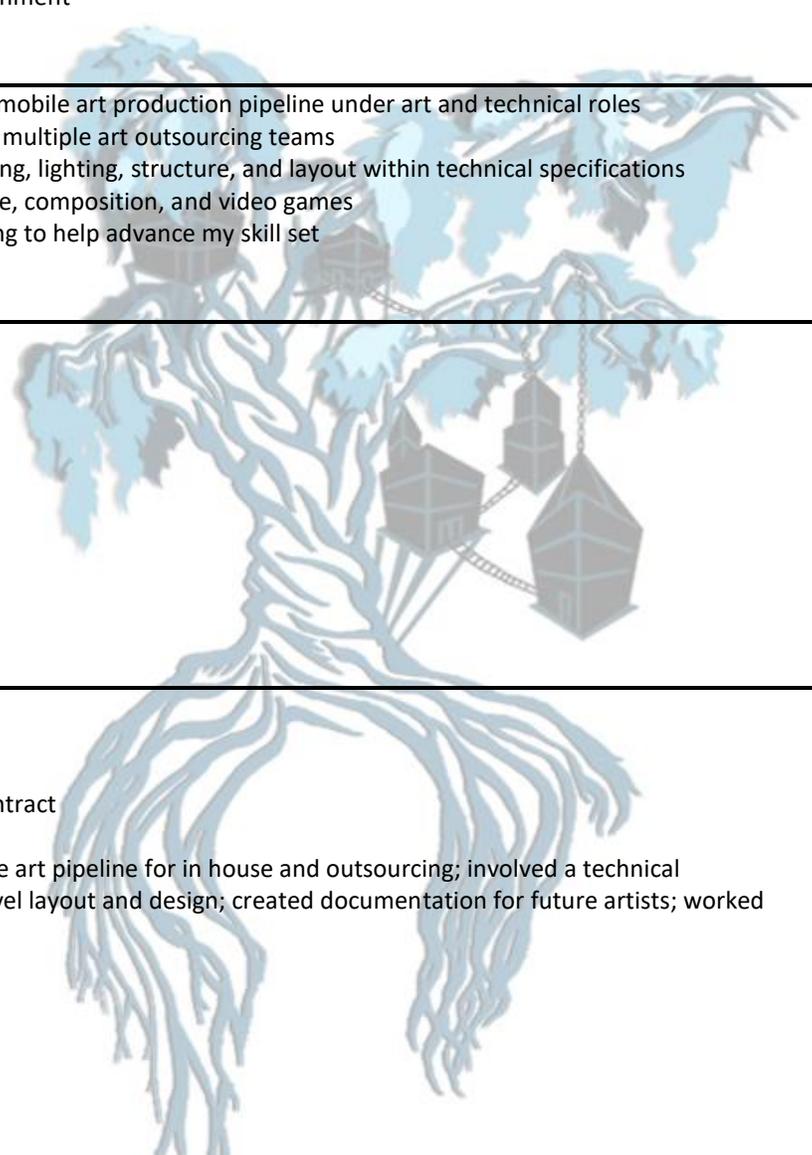
- AAA SimCity - Cities of Tomorrow, PC: Helped create a solid futuristic atmosphere for the SimCity Expansion Pack; involved extensive knowledge in understanding the game engine, scripting language, and having an eye for color, concept, and layout; worked in teams, incorporating various design elements to leave a cohesive yet unique look to dozens of assets; rigged, added, and edited building animations such as doors, fans, elevators, etc.; animated and placed building signage, and added/edited building decals, requiring script editing; helped model and texture various vehicles

Game/ Marketing Artist 06/12-03/13

- AAA SimCity, PC: Helped in building the worlds for presentation on the marketing side while the game was still in development; built many scenes in engine to capture game footage and print ready assets; involved extensive knowledge in understanding the game engine, scripting language, editing for print, and having an eye for lighting, level layout and design; worked very closely with the entire Development Team to help show off game style, story, and beauty; captured endless amounts of footage in engine, required strong knowledge of script editing; captured all footage for the opening game cinematic; videos involved extensive pre-planning on different stories to tell, and laying them out from beginning to end

Flying Wisdom Studios, San Francisco, CA 07/10-04/12
3D Artist/Technical Artist

- Star Wars- Imperial Academy, iOS: Construct and texture environments in engine
- Star Wars- Brisksaber, iOS: Create particle effects; import character models ; implement U.I art



A. Odyssey 10/09-07/10

Environment Artist/Scene Designer

- Model, unwrap, and texture environment assets; correct existing assets to fit specifications; layout scenes for animation

Tall Chair, San Francisco, CA 09/09-10/09

3D Artist

- Model, and texture character components for a Wii game

Social Gaming Networks, Palo Alto, CA 07/09-09/09

Environment Artist

- iBowl, iOS: Model, unwrap, and texture environments

Lamplighter Studios, San Francisco, CA 10/08-04/09

Environment Artist/Technical Artist

- AAA Playstation Home, PS3: Model, unwrap, and texture character models and environment assets; work with outsourcing teams to create and correct existing character models to fit specifications
- Playce, PC: Model, unwrap, and texture environment assets; correct existing assets to fit specifications
- Eternal Earth, PC: Model, and unwrap characters to fit specifications

Stanford Virtual World Group, Palo Alto, CA 07/08-01/09

Environment Artist Intern

- Meru Virtual World, PC: Model, unwrap, and texture foliage, world props and architecture

SKILLS

Modeling:

Autodesk Maya | Adobe Photoshop | Pixologic Z-Brush | xNormal map creation

Engines:

Unity 3D | Unreal Editor | GtkRadiant | Cube Editor | Vue 7 basics

Extra:

C++/Mel/HTML basics | Marmoset Toolbag | Mental Ray for Maya | After Effects | Adobe Dreamweaver

EDUCATION

The Art Institute of California-San Francisco, San Francisco, CA

- **B.S. in Game Art and Design**