

QUALIFICATIONS

- 8+ years of experience as a video game artist; creating game assets and interface design.
- Highly proficient using 3DS Max, low and high poly modeling, UV wrapping, rigging, and thorough knowledge of Photoshop.
- Able to maintain visionary style for the projects.
- Self motivated, excellent time management skill, and adapts quickly to new tools.
- A team player with an exceptional communication and organizational skills.

SOFTWARE EXPERIENCE

3D Studio Max 2.5 – 2009	Microsoft Source Safe
Photoshop – CS3	Adobe Premiere
Zbrush	Torque Engine
Perforce	Empire Earth Engine
Unreal Editor	Granny
Emotion FX	Crazy Bump

WORK EXPERIENCE

Kaos Studios, THQ Environment Artist <i>Homefront (PC, Xbox 360, PS3)</i>	New York, NY	March 2010 – Present
Spark Plug Games Freelance Artist <i>Escape from Frankenstein's Castle (PC)</i> <ul style="list-style-type: none">▪ Create high poly 3D environment.	Cary, NC	October – March 2010
Seven45 Studios Freelance Artist <i>Power Gig: Rise of the Six String (Xbox 360, PS3)</i> <ul style="list-style-type: none">▪ Create 3D environment from concept arts for next-gen title.	Boston, MA	Sept – December 2009
Tilted Mill Entertainment Senior Artist <i>Nile Online (www.playnileonline.com)</i> <ul style="list-style-type: none">▪ Created terrains and rendered game assets. <i>Mosby's Confederacy (PC)</i> <ul style="list-style-type: none">▪ Responsible for game interface including in game panels and icons.▪ Created terrains and produced 2D maps for the game scenarios. <i>Hinterland (PC)</i> <ul style="list-style-type: none">▪ Modeled and textured game assets; buildings, props, and trees.	Framingham, MA	2004 – 2008

- Produced game icons.

Children of the Nile: Alexandria (PC)

- Responsible for creating 90% of game assets such as monuments and statues.

Sim City Societies: Destinations Expansion Pack (PC)

- Created a multitude of buildings and textures including concepting, modeling, and texturing.

Senior Artist/Visual Lead

Sim City Societies (PC)

- Created prototype for the project.
- Modeled and textured over 60 high quality buildings.
- Responsible for setting the look of the buildings and maintaining the aesthetics throughout the project.
- Critiqued buildings and communicated with Art Director regarding aesthetic issues that needed change.
- Mentoring junior artists in the team.

3D Artist

Caesar IV (PC)

- Responsibilities included setting the art direction for the buildings in Caesar IV, as well as modeling and texturing.
- Created high polygon models and scenes for the game cinematic.

Children of the Nile (PC)

- Responsible for polishing art assets such as buildings, art sprites, and character textures.
- Worked with senior artists to produce high polygon modeling for the game cinematic.

Cyber Warrior, Inc

Fair Lawn, NJ

2001 - 2003

3D Artist/Lead UI artist

Rubies of Eventide, MMORPG (PC)

- Primary responsibilities were concepting, modeling, and texturing of world levels and implementation into the *Jupiter* Game engine.
- Animated and textured in-game characters.
- Designed and created all game interface and icons.

Black Box Digital

Santa Monica, CA

2000

3D/Graphics Artist

Zoog Disney (TV)

- Created 3D animation kits for Disney TV production; *Zoog Disney*.

EDUCATION

Pratt Insitute

Brooklyn, NY

1996 – 2000

B.F.A. Graduated with Honors in Computer Graphics and Interactive Media