

QUALIFICATIONS

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

SOFTWARE EXPERIENCE

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|---------------|----------------------|
| 3D Studio Max | Maya (limited) |
| Photoshop | Adobe Premiere |
| Zbrush | Microsoft Sourcesafe |
| Perforce | Empire Earth Engine |
| Unreal Editor | Torque Engine |
| Emotion FX | Crazy Bump |
| Hansoft | Speedtree |

WORK EXPERIENCE

- Kaos Studios, THQ** New York, NY 03/2010 - 06/2011
Senior Environment Artist/Level Artist
Homefront and DLC (PC, Xbox 360, PS3)
- Worked closely with level designers to create Homefront multi-player levels.
 - Established environmental visual targets and set dressing using Unreal 3 Engine.
 - Responsible for multi-player maps' performance, ensuring the maps fit within constraint texture and polygon budgets.
- Spark Plug Games** Cary, NC 10/2010 - 03/2010
Contract 3D Artist
Escape from Frankenstein's Castle (PC)
- Asset creation for high poly 3D environment; modeling, texturing, and lighting.
- Seven45 Studios** Boston, MA 09/2009 - 12/2009
Contract 3D Artist
Power Gig: Rise of the Six String (Xbox 360, PS3)
- Created 3D environment (2 venues) from concept arts to completion; modeling, texturing, and lighting.
- Tilted Mill Entertainment** Framingham, MA 2004 – 2008
Senior Artist
Nile Online (www.playnileonline.com)
- Created terrains, icons, and rendered game assets.

Mosby's Confederacy (PC)

- Responsible for game interface including in game panels and icons.
- Created terrains and produced 2D maps for the game scenarios.

Hinterland (PC)

- Modeled and textured game assets; buildings, props, and trees.
- 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; 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