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I am a hard-working, passionate, and self-motivated artist, with a focus on speed, efficiency, and quality. It is my goal to find a company where I will be challenged to increase my abilities while contributing and motivating fellow employees in a team environment. The opportunity to adapt my artistic style to the needs of a project has always been a challenge that I relish and one that I have succeeded at. I look forward to bringing these skills to your company.

## Work History

### Flying Lab Software

*Bakugan Dimensions* (Browser-based MMO)  
Character Artist

- Responsible for concepting, modeling and texturing clothing and hairstyle assets for the customization of avatars
- Created 3D models of Bakugan monsters from concepts provided by Spin Master

*Pirates of the Burning Sea* (MMO for PC)  
Environment Artist

- Produced 3D interior spaces as well as purchasable props and furniture to populate them
- Worked on character props and bug fixes

### Frog Children Studios

*Mighty Mighty Monsters: "Quest for Fire"* (Children's Comic Book)  
Contract Environment / Layout Artist

- Designed page layouts for comic book panels
- Set up shots in 3D space to render each panel, which included setting up cameras and lighting, posing characters, creating props and populating 3D environments with them

## Honors and Education

Founding Member of the AIS Concept Art Club

Best Portfolio of the June 2008 Graduating Class  
Art Institute of Seattle

The Art Institute of Seattle  
Bachelors of Fine Arts: Media Arts & Animation  
Graduated with Honors (GPA 3.8)

2<sup>nd</sup> Place in AIS's High School Senior Scholarship Competition

## Skills

### Digital

- 3D Modeling
- Costume Design
- Digital Sculpting
- Texturing
- Digital Painting
- Compositing

### Traditional

- Drawing
- Sculpting
- Block Printing

## Software

### Proficient in:

- Adobe Photoshop
- Autodesk Maya
- Zbrush
- Headus UV Layout
- Body Paint 3D
- Adobe After Effects
- Perforce

### Familiar with:

- Unreal Engine
- Cryptic Engine
- Autodesk 3D Studio Max
- Adobe Dreamweaver
- Adobe Illustrator
- Adobe Flash
- Adobe Premiere