



ABOUT ME

An artist with ten years' experience in the graphic design industry, my goal is to use my knowledge and skills in graphic design to influence and improve the projects I work on. During my time as a game developer, I released two titles and one expansion title for PC and one title on Mobile platforms.

Throughout my career as an artist, I have animated, created 3D models and terrain maps, illustrated for marketing and product design, and developed wireframe to final product user interfaces. My greatest asset is my commitment to always delivering a great product. I take great pride in my work, and above all, strive to improve myself and my skills.

SKILLS

- Communications
- Outsource management
- Mobile development
- UX Design
- Unity
- NGUI
- Animation
- 3D Studio Max
- Level design
- Adobe creative Suite
- UI Design
- Lighting
- HTML
- CSS



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Veterans Enterprise Technology Solutions

2016-Present

- Animated lesson materials for instructor led/participant self-guided coursework
- Designed graphics for instructor guides, participant coursework, test materials, and miscellaneous coursework within the Veterans Acquisition Academy "VAAA" curriculum
- Assisted in focus group testing to aid in coursework improvements

Broadsword Online Games

2014-2016

- Modeled, light mapped, and textured 3D assets
- Illustrated UI elements and promotional graphics
- Created UX wireframe and art mockups
- Maintained email newsletters and company website

Products developed:

Ultima Online
UO.com

Mythic Entertainment - Electronic Arts

2007-2014

- Modeled, light mapped, and textured 3D assets
- Illustrated UI elements and promotional graphics
- Created UX wireframe and art mockups for various products
- Managed Outsource 3d asset creation
- Sculpted, painted and lit terrain maps
- Crafted game environments from mockup to final product

Products developed:

Dungeon Keeper Mobile
Warhammer Online: Wrath of Heroes
Warhammer Online: Age of Reckoning



The Art Institute of Washington

Bachelor of Fine Arts

2003-2007