
objective

To obtain a position where my passion, hard work and education can help contribute to a team of dedicated artists working to create exciting and ground breaking products.

work experience

(November '09 – Current) The Collector's Showcase

location: The Collector's Showcase

Role: 3d artist

primary duties: creation of hard surface and organic assets that are 3d printed and mass produced as collectible miniatures

(February '09 – March'09) Prototype virtual world

location: Critical Mass Interactive

role: Contract 3d Artist

primary duties: modeling, texturing, rendering 3d environment props, creating modular pieces and tile-able textures.

(October '08 – February '09) Film – The 2 bobs

location: Critical Mass Interactive

role: Contract 3d Artist

primary duties: modeling, texturing, rendering 3d characters based on game specs

secondary duties: lighting, blend shapes, env. Props, general troubleshooting.

education

Full Sail University

Orlando, FL

Bachelor of Computer Science in Computer Animation

artistic knowledge/software

- high/low poly modeling
- displacement/normal map creation
- UV mapping/ texturing
- maya, zbrush, photoshop, 3ds max, unreal editor

secondary skills:

animation, rigging, lighting, rendering, compositing