



Qualifications Profile

A dedicated and passionate individual looking to join a team that will utilize and challenge my talents and capabilities.

- Manage several artists, editors and assets for the completion of deadlines and projects.
- Assist Producers, project managers, and leads with day to day work with strong communication
- Logical problem solver
- Very personable and diplomatic to ensure quality team cohesion.
- Outstanding liaison and communication skills; effectively communicates with management, tech support, artists and team members.
- Successful in planning and implementing new processes to streamline the completion of projects
- Strong self motivator and independent worker.

Technical Proficiencies

Software: Maya, Unreal Editor, Photoshop, InDesign, Dreamweaver, Mental Ray, After Effects, Commotion, Match Mover, Motion Builder, Perforce, DevTrack, Dev Test, Jira, Test Track, Gamebryo, Poser, Pro Tools, S.A.W., Cool Edit.

Professional Experience

Bitwise Design, Walnut Creek

06.2009-09.2009

2d/ 3d artist/ Designer

- Sole artist for an unreleased iPhone title. Produced the User Interface, in-game graphics as well as the Title screen and loading screens.
- Assisted in designing two unreleased iPhone titles: which included but were not limited to game play, physics and control schemes.

Lawroom.com, Walnut Creek

07.2008- 04.2009

Art Director/Project Coordinator/ 3d artist

- Managed the art team and art standards as well as created 3d art
- Supervised the art, tech and editorial teams (6 people total) to develop and execute schedules to ensure that timelines and deadlines were met.
- Designed interactivity, course layout, camera angles, and characters for a graphic novel type approach utilizing Maya and Photoshop.
- Developed and executed the production pipeline and work processes.

Page 44 Studios, San Francisco

02.2008 – 07.2008

Designer (Contract)

- Designed and directed camera actions, game play and triggered events using XML, character animations and wardrobe for 7 levels of High School Musical 3: DANCE! These were all executed in Maya, XML, and the proprietary engine.
- Communicated and worked with FX artists, animators and environment artists for placement of vfx, animation timing and environmental assets.
- Supervised the design process from concept to completion. Scripted actions, game play and FX events for levels.
- Held meetings to communicate design ideas to the artists and for approval. Several levels were used for promotional photos and are on the Disney website for the game.

Secret Level, San Francisco**11.2007 – 02.2008****Dev/QA tester (Contract)**

- Provided development testing for the Iron Man title.
- Reported, logged, tracked and regressed bugs.
- Developed and implemented processes, both, for the Dev QA team and communications with the rest of the production teams.
- Worked with designers on level layout, ai spawning, level ups and playability. Also, worked with programming on functionality and playability using a proprietary engine

Crystal Dynamics/ Eidos, Redwood City, CA**08.2007 – 10.2007****QA Tester (Contract)**

- Tested Tomb Raider Anniversary Edition for proper porting to the Wii System.
- Found bugs, logged bugs and tracked bugs to complete fix.

EA Games, Redwood City, CA**02.2007 – 5.2007****World Builder (Contract)**

- World Builder, Designer, Artist and Tester for Ultima Online. Assist in building, designing, and implementing assets for the worlds of play.
- Assisted designers with designing parts of levels, layout of level and asset/bonus placements for towns etc. in the Gamebryo engine.
- Redesigned and executed several environments of play and the art that goes into them.
- Took charge of the world building team by developing internal teams and assigning team projects to complete projects in limited amounts of time.
- Developed and modified new techniques to improve the appearance of the game utilizing in house assets and the Gamebryo engine.

Solokai Inc., Bay Point, CA**6.2006 – 08.2006****3d artist and assistant Project manager: Return Contractor**

- Managed assets, Assisted in the development and execution of processes. 3d art included but not limited to: texturing, lighting, editing animation, and modeling.
- Textured and lit several sets in Maya for presentation under the direct guidance of the Project Manager.
- Assisted in cleanup and modification of motion capture data that was being applied to the project.
- Modeled and textured different props and assets in Maya for the different environments: ranging from a hospital waiting room, pharmacy and a gym.

Goodby, Silverstein, and Partners, San Francisco, Ca**8.2006 – 9.2006****3d/ compositing artist (Contract)**

- Provided 3d artwork, compositing, footage manipulation and compositing for their Saturn Google project and Comcast commercials.

- Composited images between Google Earth and Maya to make a seamless presentation of flying into a car dealership.
- Also, assisted in texturing each dealership to make it look like its real life counter- part.

Sebo Restaurant, San Francisco, CA

2005

Architectural Visualization

- Utilized Maya, Photoshop, and Mental Ray to provide a completed Mental Ray render for visualization. Based on blueprints provided by the contractor, the restaurant was built from scratch in Maya.
- After several meetings with the owners, was able to texture, light and render scale models of the restaurant for the reference of appearance.

New Wave Broadcasting/ Mapleton Communications, Monterey, CA

1999 – 2003

Radio Personality etc.

- Voice over, Air personality, Promotions specialist, IT/Network Manager, Security Programmer, assistant music director, station imaging director and production assistant.

U.S. Army

1993 – 1996

Fort Campbell, KY

- Served in the U.S. Army with the 101st Airborne Division as an indirect fire infantry man.
- Received the Army Achievement Medal
- Certified Expert Marksman

Education

Ex'pression College for Digital Arts, Emeryville, CA

4. 2004 – 7. 2006

- Bachelor's Degree of Applied Science, 3d Animation and Visual Effects.