



## Summary of Qualifications

Dedicated visual artist with a technical flair seeking to gain experience in a fast-paced professional studio for a fulfilling career.

## Software/Skills

Graphic design, 3D modeling, lighting, rigging, and educated in 2D and 3D animation.

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Autodesk Maya
- Pixologic - ZBrush
- XNormal
- Marvelous Designer
- Autodesk 3ds Max

## Work Experience

**Ubisoft** - Character Artist - Montreal, QC 2016

Titles- TBA

- Cleaned photometric HD scans of faces.

**EA Sports** - Character Artist - Tiburon, Orlando, FL 2014 - 2016

Shipped titles- **Madden 15**, **NBA Live 16**, **Madden 17**

- Processed and cleaned photometric HD scan data to sculpt and texture accurate football player likenesses.
- Created a variety of unique hair caps and card styles for Madden 15.
- Cleaned photometric scans, textured, and created multiple LODs for NBA and Madden gear, including helmets, shoes and team jerseys.
- Integrated assets into version controlled database with proper connections, and pushed assets into game build to verify quality.
- Polished NBA jerseys' UVs and topology to better deform to body weights.

**Ninjaneer Studios** - CG Generalist - Orlando, FL 2013

- Storyboard artist and modeler for the 3D projection mapping project for the 2013 Arts & Algorithm festival.
- Creative lead on a two-minute CG promotional video.

**Crispin Porter + Bogusky** - Digital FX Intern - Miami, FL 2011

- Created CG models and renders for products, mascot characters, and a mobile game prototype.
- Color corrections and compositing for advertisements.

## Education

**Savannah College of Art and Design** - Savannah, GA 2007 - 2011

Bachelor of Fine Arts, Animation (Cum Laude)

- Foundation Art studies, Motion Graphics, Advanced computer art applications, Production for Animation

