



## Skills/ Software

3D modeling and texturing, rigging, graphic design, and educated in 2D and 3D animation.

- Pixologic - ZBrush
- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Marvelous Designer
- Substance Painter
- XNormal

## Game Engine and Pipeline

- Ubisoft Anvil
- Perforce
- EA Ignite
- EA Tech GameChanger

## Work Experience

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

Pending title - **Assassin's Creed: Origins**

- Cleaned photometric HD scans and textures of crowd heads.
- Created texture variations of clothes for main character and soldiers, and integrated them into the game engine.

**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 haircard 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 asset building connections, and pushed assets into game build to verify quality.
- Polished UVs and topology of NBA jerseys' to better deform to body weights.
- Assisted in the prototype for the new Frostbite Uniform Tool for Madden

**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 app game prototype.
- Color corrections and compositing for print 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

