

OBJECTIVE

To obtain a 3D Character position in a creative industry.

OVERALL

- Ability to work within a complex next-gen or mobile art production pipeline under art and technical roles
- Experience working and communicating with multiple art outsourcing teams
- Strong understanding of character modeling, high poly sculpting, rigging, and animation within technical specifications
- A huge passion for character and creature design, strange worlds, and new understandings
- Detail oriented, organized, and always learning to help advance my skill set

SKILLS

Modeling:

Pixologic Z-Brush | Autodesk Maya | Adobe Photoshop | 3D Coat | Maxon BodyPaint

Engines:

Unreal Editor | Unity 3D

Extra:

Pen and Paper

EXPERIENCE

- Toys for Bob – Activision-Blizzard, Novato, CA** 11/15-present
Character Artist
- Unannounced
- Electronic Arts - Maxis, Redwood City, CA** 06/15-10/15
Character Artist, contracted
- The Sims 4 – Expansion Pack, PC: Creating high quality character assets that fit within a very specific style; Help develop and refine character creation pipeline; Troubleshoot existing assets to adhere to strict technical specifications
- Flying Wisdom Studios, San Francisco, CA** 08/14-06/15
Lead 3D Artist
- Unannounced internal project, Phone/Tablet: Establish character creation and animation pipeline; Work closely with 2D Lead artist to recreate 2D style in 3D environment; Model, rig, and animate characters
 - SpongeBob Moves In, Phone/Tablet: Model, rig, and animate characters in 2D/3D 'paper-doll' style; Troubleshoot assets and preform technical support of asset integration into engine; Rework existing character creation pipeline; Optimize rigging and animation pipeline
- Electronic Arts - Maxis, Redwood City, CA** 09/13-08/14
Character Artist, contracted
- The Sims 4, PC: Creating high quality character assets that fit within a very specific style; Help develop and refine character creation pipeline; Troubleshoot existing assets to adhere to strict technical specifications
- Flying Wisdom Studios, San Francisco, CA** 03/10-08/13
Lead 3D Artist
- Giant Realms, iPhone/iPad: Established character creation pipeline; Created, rigged, and animated characters; managed internal and outsource 3D art teams
 - Zombie Toss, iPhone/iPad: Established character creation pipeline; Created, rigged, and animated all characters
 - Star Wars- Brisksaber, iPhone/iPad: Established character creation pipeline; Created and rigged characters; Oversaw and directed outsource team
 - Star Wars- Imperial Academy, iPhone: Created and rigged all characters; Created all weapons; Create UI buttons for characters; Created textures for environments and other set pieces
 - Kingdom of the Blue Whale, iPad: Created puzzle templates for high quality photos; Added new UI elements for iPad version of game
 - George Romero's App of the Dead, iPhone: Edited and hand painted zombie overlays for photo manipulation
 - Exo-Planet, iPhone: Created characters from design to finish; Created weapons from design to finish

- Icon Imaging Studio, Los Angeles, CA** 02/12-06/12
Character Artist, contracted
- Zumba Fitness Core, XBOX 360 + Kinect: Cleaned up high resolution scan data in Z-Brush; Created low poly cages for in-game assets
- A. Odyssey, Melbourne, Australia** 10/09-02/10
3D Artist, contracted
- Untitled Animation Project: Modeled, unwrapped, normal mapped, and textured environment assets and characters; Corrected existing assets to fit specifications; Laid out scenes for animation; Animated characters to fit live action footage
- Tall Chair, San Francisco, CA** 09/09-10/09
Character Artist, contracted
- Modeled, and textured character components for a Wii game
- SGN (Social Gaming Networks), Palo Alto, CA** 07/09-08/09
Character Artist, contracted
- iBowl, iPhone: Modeled, unwrapped, and textured characters
- Lamplighter Studios, San Francisco, CA** 09/08-04/09
Character/Technical Artist
- AAA Playstation Home, PS3: Helped develop and refine character creation pipeline for character costumes; Developed several character costumes from start to finish
 - Sherwood Dungeon, PC: created concepts and creature models
- Ghost Rabbit, San Francisco, CA** 03/08-09/08
Character Artist Intern
- Modeled main characters and designed villains for internal IP

EDUCATION

The Art Institute of California-San Francisco, San Francisco, CA

- **B.S in Game Art and Design:** Coursework includes, Z-Brush sculpting, texture painting, advanced rigging, character animation, and hard surface and organic modeling