



Summary

- Well-versed in modeling and texturing with over four years of industry experiences
- Additional skills in concepting, graphic design, lighting, mel scripting, and character rigging

3D Experience

Freelance 3D Artist, Oakland, CA

03/2009 - Present

Clients Include:

Inspirational Films Inc. | Character Modeler

Archivo Cero - CG Episodic Animation in HD

- Created high resolution characters and established beard deformation workflow for rigging and facial Blend Shapes

Positive Gaming AB | Environment Artist

iDANCE2 - Multiplayer Fitness System

- Developed concepts and created environment and props with textures and light baking for a day and night lighting schemes

Emota Inc. | Character Modeler

Banbu Sushi "The Origins of Sushi" - TV Commercial

- Created mouth, gums, teeth, eyelid, eye blink blend shape, and mesh fix for Squid Sushi Monster

Electronic Arts Inc. | Marketing Artist

Sims 3 "Let There Be Sims" - TV Commercial

- Created characters, textures, and troubleshooting rigs
- Helped other artists with managing assets and improved production pipeline workflow with additional scripts

Totally Games, Novato, CA | Artist

04/2006 - 08/2008

Unannounced Game - WiiWare

Professional Bull Riding: Out of the Chute - PS2 | Wii

Dora Saves the Mermaids - PS2

Alien Syndrome - PSP | Wii

- Created characters, environments, and props with uv mapping, texturing, and lighting
- Established materials switching workflow and assets management between 3D Studio Max and game engine for interactive game play
- Helped other artists with production workflow and troubleshooting bugs
- Additional contributions included concepting, graphic design, and props animation

Graphic Design Experience

Phoam Technologies, San Diego, CA | Freelance Graphic Designer

11/1998 - 10/1999

- Corporate identity packaging, storyboard illustrations for a documentary film, brochures, and video packaging design

First Virtual Holdings Inc., San Diego, CA | Senior Graphic Designer

07/1996 - 06/1997

- Web designs, icon designs, ads, brochures, illustrations, t-shirts, and multi-media presentations
- Lead and mentor other designers on numerous projects

Computer Skills

Softwares: Maya, Mel Scripting, Mental Ray, 3D Studio Max, Zbrush, HyperShot, UVLayout, BodyPaint 3D, Deep Paint 3D, Vicious Engine, Photoshop, Painter, Illustrator, CrazyBump, xNormal, Affect Effects

Platforms: MAC, PC, UNIX

Education

Academy of Art University, San Francisco, CA - MFA in Animation & Visual Effects

04/2004

- MFA Thesis Project on Display | Modeling, Setup, and Animation: Annual Juried Spring Show

University of North Florida, Jacksonville, FL - BFA in Graphic Design

12/1994

- Graphic Design, Painting, and Sculpture: Annual Juried Student Show | Full Tuition Academic Scholarship