

[EXPERIENCE]

OBSIDIAN
ENTERTAINMENT
OCTOBER 2015- JANUARY 2017



ARMORED WARFARE
PC, MMO

- Modeled both organic and hard surface game-ready assets, then textured in Quixel Suite to completion
- Created both unique and tile-able textures for diffuse, normal, spec and gloss
- Baked high poly models using Knald and 3Ds Max
- Made level of detail models, destroyed models, and tight collision to enhance gameplay
- Implemented game-ready models in to CryEngine, set dressed maps, and textured terrain
- Responsible for bug-fixing 10 maps and fixed over 200 bugs as well as optimizing 400 textures to improve gameplay and aesthetics
- Playtested game 3 times a week with entire team

HER INTERACTIVE
APRIL 2013- APRIL 2015



NANCY DREW:
• MIDNIGHT IN SALEM
• SEA OF DARKNESS
• LABYRINTH OF LIES
• THE SHATTERED MEDALLION
• THE SILENT SPY
PC, ADVENTURE

- Shipped a game on time every 6 months in a self-managed environment
- Created entire levels as fast as 2-3 week turnaround
- Scenes modeled and lit in V-Ray with a deep understanding of shaders
- Worked close with design to enhance the story
- Made a 14-page mini comic book and merchandise poster
- Photographed and organized images from Iceland for reference

DIGITAL EEL
APRIL 2013- APRIL 2014



INFINITE SPACE 3:
SEA OF STARS
PC, INDIE

- Modeled 18 low-poly watertight spaceships from concept
- Painted 8 environments for game levels
- Painted a dozen loot item cards

TURN10 (MICROSOFT)
JULY 2012- FEBRUARY 2013



FORZA 5
XBOX ONE LAUNCH TITLE

- Graybox modeled hundreds of assets for the second largest level in game
- Used photostan data and massive image library of a real-world race track to carefully place all assets in map
- Crafted physically based rendered shaders
- Organized huge reference library for easier use

HIDDEN PATH
DECEMBER 2010- APRIL 2012



COUNTER STRIKE:
GLOBAL OFFENSIVE
PC, MMO FPS

- Modeled and textured ornate props and structures including the famous temple from Dust
- Made tight collision intended for shooting game
- Playtested almost daily with teammates to check work

SONY BEND
MAY 2008- FEBRUARY 2009



RESISTANCE:
RETRIBUTION
PSP, SHOOTER

- Enhanced the story of the environment with 3D models and textures in strict handheld console memory budget
- Animated and polished 14 in-game cinematics

[SOFTWARE]



[PUBLICATIONS]

3D WORLD ISSUE 216, JANUARY 2017 - STAR WARS DOCKING BAY 94, MOS EISLEY. GROUP FAN PROJECT
3DCREATIVE ISSUE 119, JULY 2015 - ZERO-G HALLWAY AND LIVING QUARTERS

[EDUCATION]

BACHELOR OF FINE ARTS IN PRODUCTION ANIMATION, DIGIPEN INSTITUTE OF TECHNOLOGY ~ 2004-2008