

Summary

3D Digital Artist with over thirteen years experience. Five years specializing in character art for games, with AAA, Gen 3 and Gen 4, EA and Crytek know-how. 8 years leading, directing, and mentoring junior artists. Excellent knowledge of human and animal anatomy, a strong communicator in both written and verbal form, passionate about character art, and well known for being an invaluable team member. Some of the competencies I bring:

- 3D Digital Sculpting
 - Hi /Lo Poly Modeling
 - UV Layout
 - Texture Mapping
 - Map Extraction
 - Engine Integration
 - Art Direction
 - Outsource Management
 - Leader/Mentor
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Experience

Electronic Arts, Tiburon, Orlando 2013 - 2014

Character Modeler on *NBA Live '13, '14, and '15* 2012 - 2013

- Create various assets including models and textures for heads, bodies, shoes, hair, uniforms, etc.
- Establish and document pipelines, processes, workflows, completion metrics, and more.
- Specialize in likeness sculpting in ZBrush.
- Develop target assets that drive production quality, including cover athletes' likeness.
- Project Manager for all tattoo textures in game and Interim Project Manager for hair in '14.
- Approval, feedback, tracking, and more of varied outsource and in-house art tasks.
- Train 5 junior artists, by providing critiques, support, leadership, and mentoring.

Ootii, Orlando 2013 - Present

Art Director on *Unannounced Title*

- Responsible for creating and communicating the overall artistic vision of the project.
- Gather reference, give critical feedback, assign and track tasks, and maintain open communication with artists and development team.
- Provide original concept art including sketches, paint-overs, and digital sculptures.
- Sculpt, model, lay out UVs, and texture to create creatures and characters for the game.

Gale Force Nine, Charlottesville 2012 - 2013

Freelance ZBrush Sculptor of *Dungeons and Dragons Collectibles*

- Sculpt creatures, characters, and their immediate environment.

Crytek, RealTime Immersive, Orlando 2010 - 2012

Character Artist on *Calamityville, Dismounted Soldier, Littoral Combat Systems, and more*

- Modeled, UV'd, and textured Gen 3 and Gen 4 character assets from concept to completion.
- Integrated assets into the engine, shader refinements, and final look development.
- Reviewed, critiqued, and otherwise communicated on outsourced content.
- Tested and innovated new technology to develop cutting edge pipelines and workflows.
- Project manager for training seminars with clients and on-boarding/ training for junior artists.

DeadMan Games, Orlando 2008 - 2009

Lead Artist on *'BotBlast*

- Established, maintained, and communicated visual direction for the game.
- Managed a team of 5 artists, providing direction, critiques, and training.

Rasmussen College, Online 2007 - 2013

Adjunct Professor for *Multimedia and Game Design Programs*

- Cover concepts such as game development, color theory, art and design basics, and more.
- Teach various software applications including ZBrush, 3D Studio Max, Photoshop, and more.

JM Wheeler and Associates, Largo	2008 - 2009
3D Artist/Consultant	
<ul style="list-style-type: none"> • Collaborated and trained staff on artistic considerations related to creating 3d accident reconstruction animations. • Supported their digital artist's efforts with rigging, animation, rendering, post fx, and more. 	
International Academy of Design and Technology, Orlando	2004 - 2008
Adjunct and Full Time Instructor for <i>Multimedia and Game Design Programs</i>	
<ul style="list-style-type: none"> • Covered concepts such as game development, modeling, texturing, animation, color theory, art/design basics, figure drawing, and more. • Taught various software applications including 3D Studio Max, Photoshop, and more. • Helped develop the curriculum for the game design program. 	
Real Visuals, Orlando	2007
Character Artist	
<ul style="list-style-type: none"> • Created and animated company mascot for promotional materials. 	
Create Studios, Richmond	2006
Artist/Animator	
<ul style="list-style-type: none"> • Animated the University of Virginia's team mascot for jumbotron displays. • Provided storyboards and concept sketches. 	
Darin Slack Quarterback Academy, Orlando,	2005
3D Artist	
<ul style="list-style-type: none"> • Created digital 3D environments and animated walk-throughs for web presence. • Produced concept art and pre-visuals for investor pitch. • Provided oversight and direction for other contributing artists. 	
Steven Morgan, Independent Filmmaker, Orlando	2004
Artist/Animator	
<ul style="list-style-type: none"> • Animated special effects, characters, and composited them with live footage. • Developed storyboards and layouts/shot composition. 	
Web Design Group, Orlando	2002 - 2004
2D and 3D Artist	
<ul style="list-style-type: none"> • Created digital 3D visuals for web graphics. • Designed interfaces; website layouts and graphics. 	
Sim_Images Corporation, Port Orange	2001
3D Artist	
<ul style="list-style-type: none"> • Trained staff to improve Photoshop skills, design sense, and general production quality. • Created polygonal models and textures for military simulations. • Integrated assets into Multi-gen (real time engine.) 	

Education

University of Central Florida, Orlando	
Master of Science in Interactive Entertainment	2010
Bachelor of Arts in Art with Specialization in Animation	2001