

- Qualifications:**
- 9 years of video game development experience
 - 15 years of professional visual experience
 - 7 shipped titles plus DLC
 - Extensive experience in modeling, texturing, and rendering
 - Experienced in team management

Shipped Titles:

NEVER
ALONE



Shinobi

HALO
REACH

DEADLIEST
CATCH
ALASKAN STORM

FORZA2
MOTORSPORT

- Software:**
- Maya
 - 3D Studio Max
 - Photoshop
 - ZBrush
 - Unreal
 - Unity

Education:



Graduated: 2001
Major: Computer Animation
Focus: Video Game Environments

Experience:



E-Line Media

April 2013 - Current

Position: Senior Artist

- Modeled and textured 3D models and environments
- Created FX Systems to meet quality and budget standards
- Created shaders and materials to accommodate the studios needs
- Transitioned full game levels from “white-box” to finished
- Created and implemented artistic and lighting styles for various projects



Griptonite Games / Glu Mobile

November 2010 - September 2012

Position: Environment Artist (Lead Env. Artist)

- Modeled and textured 3D models and environments
- Assisted in R&D for new projects and technology
- Transitioned full game levels from “white-box” to finished
- Managed workflow and scheduling of a team of other artists to meet quality bar and project deadlines



Bungie Studios

November 2008 - May 2010

Position: Contract 3D Artist

- Modeled and textured 3D models and environments

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Liquid Dragon Studios

January 2007 - September 2008

Position: 3D Artist

- Modeled and textured 3D models and environments
- Managed audio integration including scheduling, and documentation
- Captured, edited and produced in-game and promotional videos



Turn 10 Studios

January 2006 - December 2006

Position: Contract 3D Artist

- Modeled and textured 3D models and environments



Markie Nelson Interior Design

2005 - 2006

Position: Drafter / Rendering Artist

- Created interior architectural renderings
- Created construction drawings for a variety of interior design projects



Pacific Telecom Services

2002 - 2005

Position: CAD Manager

- Created AutoCAD preliminary, zoning, and construction drawings
- Simulated end product photographs for client or zoning approval
- Managed the production drafting team including juggling multiple projects, scheduling, and resource management
- Designed and implemented company standards for visual presentation



Stricker Cato Murphy Architects

1999 - 2002

Position: Drafter

- Created AutoCAD preliminary, zoning, and construction drawings
- Simulated end product photographs for client or zoning approval

Contact Information and references available upon request