

Profile:

I am an experienced game developer offering a range of skills in game art, technical setup, UI and programming.

Experience:**Super Lucky Casino** (San Francisco, CA) *2013-2015***Unity Developer (Programmer / Technical Artist)**

- . Developed mobile casino slots games in a common Unity project in a team environment.
- . Responsible for much of the look and feel of the games including UI, animation, effects & layouts.
- . Optimized & reduced the game size while pushing the visuals & raising the quality.
- . Created systems for managing game art, screen orientations/aspect ratios, scene transitions, color themes, texture atlases, custom editor scripts & more.
- . Available in most app stores: *Slots Favorites, Slots: Shakespeare, Slots Heaven. Bible Slots, Slots Romance, LilWayne Slots, Obama Slots, Slots Fairytale, Sexy Slots.*

Freelance *2012-2013***Unity Artist / Technical-Artist / Programmer**

- . Developed a series of PC casino games (7 slot games, video poker & roulette) for an Upwork client
- . 3D Artist and Technical Artist for Solvexx Virtual Lab Project
- . Worked on a variety of Unity Projects from iPhone Games to Data Visualization Applications
- . Earned an excellent Upwork freelance user rating from a number of satisfied clients

n-Space (Orlando, FL) *2003-2010***Lead Technical Artist on Tron Evolition: Battle Grids (Wii)** *2010*

- . Lead Technical Artist
- . Assisted with in-game user interface, models and lighting

Technical Artist on Hannah Montana: The Movie (Wii, Xbox 360, PS3) *2009*

- . Technical Artist
- . Assisted with in-game user interface, effects and lighting
- . Supported multi-platform pipeline & tools development.

Lead Technical Artist on Hue: Pixel Painter (Nintendo DS) *2008*

- . Lead Technical Artist
- . Art support (world and props), 3dsmax tile editing tools

Lead Technical Artist on Star Wars: The Force Unleashed (Nintendo DS) *2008*

- . Lead Technical Artist
- . Assisted with prototyping & level layouts

Lead Technical Artist on Call of Duty 4: Modern Warfare (Nintendo DS) *2007*

- . Lead Technical Artist
- . Assisted with game level scripting
- . Assisted with level layouts

Lead Artist / Designer / Worldbuilder / Scripter (Nintendo DS) *2006*

- . Filled various roles for an unpublished Nintendo multiplayer FPS game
- . Spent a year developing an experimental and unique game

Lead Artist on Goldeneye: Rogue Agent (Nintendo DS) *2005*

- . Lead Artist Duties and Worldbuilding Lead
- . Game event scripting and enemy placement

Worldbuilder on Geist (Gamecube) *2005*

- . Worldbuilding: modeling, texturing, lightmapping, level layouts

Miami Cranio-Facial Anomalies (Miami, FL) *1998-2001***Computer Operator & Graphics Designer**

- . Digitized and surfaced palate casts into 3D, using CADKEY
- . Created morphing animation sequences & graphical presentations

Connected Distortions (Miami, FL) *1996-2001***Programmer and Web Designer**

- . Created several award-winning shareware programs, and freelance web design

Education:**Full Sail Real World Education (Orlando, FL) 2002**
Computer Animation Associate of Science Degree.

- . Graduated as Salutatorian
- . Advanced Achievement Award
- . Character Design Course Director's Award
- . Game Character and Scene Design Course Director's Award

Skills:**Game Development Skills:**

- . Experienced as a lead front end developer and C# programmer in Unity
- . Experienced as a lead artist in a team environment
- . Skilled in game design and prototyping

Worldbuilding & Modelling

- . Level Layout, Prototyping
- . Modeling, Texturing
- . Lighting, Lightmapping
- . Texture Baking, Normal maps

Technical Artist

- . Problem Solving
- . Tools, Asset Pipeline
- . Excellent communication with artists, designers, programmers & other humans.

Art & Software:*Strong Skills in*

- . **Unity**
- . **3D Studio Max**
- . **Maya**
- . **Modo**
- . **Photoshop / Krita**
- . NGUI

Additional Software Skills

- . zBrush
- . Blender
- . MODO
- . xNormal
- . Microsoft Office

Nintendo Middleware Experience:

- . CTR (3DS)
- . NW4R (Wii)
- . Nitro 3D (DS)

Code & Tools:*Strong Skills in*

- . **C#**, UnityScript
- . Game Physics & Particles
- . MAXScript
- . Blitz 3D
- . HTML & Web Design
- . git, SVN
- . ADB, logcat debugging

Additional Skills:

- . Behavior Trees, FSMs
- . Shaders, Material setup
- . XNA & Torque X
- . MEL
- . XAML / WPF



To see samples of my latest work, please visit my website:

www.distortions.com