

**Profile:**

I am an experienced 3d artist offering a range of skills in level design, worldbuilding, scripting, and technical art.

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**Experience:**

2003-2010:

**n-Space** (Orlando, FL)

**Lead Technical Artist on Tron Evolution: Battle Grids (Wii)**

- Lead Technical Artist
- Assisted with in-game user interface, models and lighting
- Ship Date: 12/07/2010

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

- Technical Artist
- Assisted with in-game user interface, effects and lighting
- Supported multi-platform pipeline & tools development.
- Ship Date: 04/07/2009

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

- Lead Technical Artist
- Art support (world and props)
- Design and development of tools & 3D tile editor

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

- Lead Technical Artist
- Assisted with prototyping & level layouts
- Ship Date: 09/16/2008

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

- Lead Technical Artist
- Assisted with game level scripting
- Assisted with level layouts
- Ship Date: 11/05/2007

**Lead Artist / Designer / Worldbuilder / Scripter**

- Filled various roles for an unpublished experimental Nintendo game
- Project duration: 1 year

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

- Lead Artist Duties
- Worldbuilding Lead
- Game event scripting
- AI placement and scripting
- Ship Date: 06/13/2005

**Worldbuilder on Geist (Gamecube)**

- Worldbuilding: modeling, texturing, lightmapping, level layouts
- Ship Date: 08/15/2005

1998-2001:

**Miami Cranio-Facial Anomalies** (Miami, FL)

**Computer Operator & Graphics Designer**

- Digitized and surfaced palate casts into 3D, using CADKEY
- Created morphed sequences from images for presentations
- Responsible for all computer-related projects and research

1996-2001:

**Connected Distortions** (Miami, FL)

**Programmer and Web Designer**

- Created several award-winning shareware programs
  - Freelance web and graphics design
  - Created, maintained and publicized company website
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**Education:**

2001-2002:

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

- Salutatorian
  - Advanced Achievement Award
  - Character Design Course Director's Award
  - Game Character and Scene Design Course Director's Award
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**Skills:****Game Development Skills:**

- Experienced as a lead artist in a team environment
- Skilled in game design and prototyping gameplay

**Worldbuilding & Modelling**

- Level Layout / Prototyping
- Modeling
- Texturing
- Lighting

- Basic animation skills

**Technical Artist**

- Problem Solving
  - Technical Setup
  - Scripting
  - Tools / Pipeline Design
- Excellent communication skills with designers, programmers and artists

**Software:***Strong Skills in*

- **3D Studio Max**
- **Maya**
- **Photoshop**
- Unity
- Microsoft Office

*Additional Software Skills*

- Mudbox
- zBrush

*Nintendo Middleware Experience:*

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

**Technical:***Strong Skills in*

- MAXScript
- UnityScript
- Blitz 3D
- HTML & Web Design

*Basic Knowledge of:*

- XNA & Torque X
- MEL
- XAML / WPF
- C#
- Object-Oriented Programming