



## EDUCATION

Art Institute of Pittsburgh (AiP) | Pittsburgh, PA | 2006 - 2009  
B.A. in Game Art & Design

Kellogg Community College (KCC) | Battle Creek, MI | 2003 - 2006  
Associates in General Studies

## SKILLS

My skills are focused in the creation of hard surface props used in a realtime rendering pipeline for game engines. I excel at subdivision modeling highly detailed meshes and using them to bake normal maps for low detail game-ready meshes. Examples of assets I've created that suit my strengths include futuristic battle armor, tanks, robotic drones, realistic and sci-fi weapons, train cars, and spaceship. My work at The Third Floor and on Starry Expanse has allowed me to broaden my skills and become a generalist that can tackle many different obstacles in the game asset pipeline.

- High Poly Subdivision Modeling
- High Poly Digital Sculpting
- Low Poly 3D Modeling
- Efficient UVW Unwrapping
- PBR Material Creation
- Baking Normal/AO and other essential maps
- Hand Painted & Photo Source Texturing
- Unreal Engine 4 & Blueprint Scripting
- UE4 Art Asset Pipeline Knowledge
- Scripting custom tools in Maya (MEL)

## SOFTWARE

- Autodesk Maya
- Autodesk 3DS Max
- Pixologic Zbrush
- Perforce
- Substance Painter/Designer
- Adobe Photoshop
- Unreal Engine 4

## EXPERIENCE

**THE THIRD FLOOR**  
(JANUARY 2016 - CURRENT)

**Asset Builder** - Began working as an asset builder in the quick-paced world of previsualization, responsible for creating assets with a fast turnaround for shot creators. Asset building in previs includes modeling props, characters, entire environments, lighting, and rigging. All assets are prepped and organized very cleanly to make the lives of animators and shot creators easier. My list of work under this role includes Thor: Ragnarok, Avengers: Infinity War, Aquaman, Alita: Battle Angel, and others listed on my IMDB page.

**Tech Artist** - Currently working as a tech artist on a long term project, responsible for asset integration between Maya and Unity with a focus on incorporating characters, creatures, vehicles and their animations into the project. Also incorporates daily use of Perforce, Jira and Confluence for tracking assets, tasks and bugs. Throughout the course of the project, I've also made improvements to the integration pipeline and fixed bugs that arise in the integration process.

**LIQUID DEVELOPMENT**  
(2010 - 2016)

**Hard Surface Artist/Prop Builder** - Worked as a contract artist on several AAA titles including Halo 5, Halo 4, Forza Horizon 2 (Credited), Batman Arkham Origins, Mass Effect 3, and Firefall. Responsible for modeling and texturing high quality hard surface assets under strict deadlines, receiving feedback and making appropriate changes as directed.

**STARRY EXPANSE**  
(MARCH 2014 - CURRENT)

**Generalist/3D Artist** - A passion project with a team of dedicated fans working in their free time that aims to recreate the classic PC game Riven in the Unreal Engine 4. Most of my work on this project consists of taking assets through the entire art pipeline from rough blockout model to final in-engine asset. This includes the complete high to low poly modeling pipeline, baking normal, AO, ID and curvature maps and using them to create textures in Photoshop and Substance Painter, importing assets to UE4's editor, creating accurate PBR materials in engine, using Unreal's Cascade to create special effects, and then fully integrating the asset into the environment. I also make extensive use of UE4's Blueprint scripting system to add functionality to assets like levers, buttons, doors and lifts via Blueprint communication to bring the scene to life.