



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 spaceships.

- High Detail Subdivision 3D Modeling
- High Detail Digital Sculpting
- Low Detail Polygonal 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

SOFTWARE

- Autodesk 3D Studio Max
- Autodesk Maya
- Pixologic Zbrush
- Substance Painter
- Crazybump & Handplane
- Adobe Photoshop
- Unreal Engine 4 (Editor, Blueprints, Cascade, Matinee)

EXPERIENCE

THE THIRD FLOOR (JANUARY 2016 - CURRENT)

Asset Builder/3D Generalist - Currently working as an asset builder in the quick-paced world of previsualization. Responsible for creating assets with a very quick 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.

LIQUID DEVELOPMENT (JULY 2010 - CURRENT)

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.

MOD WORK (JUNE 2010 - JULY 2010)

Environment Artist for ORION: Prelude - Created multiple assets for a multiplayer map based on provided concepts. Made use of modular asset design to ensure maximum visual quality and ease of level creation.

(FEB 2010 - APRIL 2010)

Modeler & Level Designer on a 14-week UDK Mod - Responsible for the creation of the primary game asset (a futuristic vehicle) for a UDK-based racing mod while under a strict deadline. Created in-game props and materials for the environment and was responsible for aesthetic prop distribution and environment decoration.

COURSEWORK (2006 - 2009)

3 Years of Traditional & Game Art-Oriented Classes - Played a wide variety of team-oriented roles with responsibilities including: 3D Environmental Asset Creation, Level Layout & Design, 2D Concept Artist, Static & Dynamic Interface Design, 3D Character Modeling, Texture Art, Scene Design, UT3 Kismet Monkey, Video Compositing & Editing.