

## profile

- **8+ years experience including game development and architectural illustration.**
- **In-depth understanding of form, shape, structure, silhouette, lighting, texture and color.**
- **Strong skills in hard-surface modeling and digital sculpting.**
- **Passion for video games and game industry with meticulous attention to detail.**

## Skills

- 3D Modeling (high and low-poly)
- Hard-surface and Organic
- Edge Loop / SUB-D Modeling
- Characters / Creatures
- Unwrapping / Texturing
- Environmental Art / Objects
- Character Rigging
- Lighting
- Scripting

## work experience

### 3D Modeler / Animator - Progressive Systems Inc.

2002 – present

Originally hired as an AutoCAD draftsman, but quickly saw potential for 3D modeling and animation of machinery structures and components for the computerized woodworking industry.

- Advocated for and introduced 3D mechanical/hard-surface modeling and animation (3ds Max).
- Created script to batch plot CAD drawings, eliminating the need to individually set print options.

### Lead 3D Architect / Technical Artist - Treveda 3view

2004 – 2007

Led team of 4 artists to re-create homes and apartments using proprietary real-time game engine. Oversaw modeling, texturing, radiosity lighting, troubleshooting, on-site measuring, on-site picture taking, door and prop animation. Also scripted the functionality of the menu system's Heads-Up Display.

- Earned frequent praise from owners and clients for realism and detail of environments.
- Revamped lighting techniques despite challenges of outdated game engine. Utilized radiosity and global illumination lighting model which made it possible to bake detail into textures. This work was showcased on the local NBC news affiliate KARE-11.
- Accelerated engine speed from 10-20 fps to 60 fps by setting standards for poly counts.
- Expanded 3ds Max capability by researching new plug-ins and modifying maxscripts.

### Animator / 3D Artist - Creative Carnage

2000 – 2001

Created animation and art assets for Activision's *Darin Shapiro's Big Air Wakeboarding*. Contributed to various additional projects including rigging and animation for a Mini-golf title using WildTangent 3D.

- Improved victory and defeat animations by researching and replicating dance move videos.
- Created, unwrapped and textured models to implement into 'Unrealty' (UnrealEngine Runtime) for a Casino visualization project.

### Facial Animator / Composer (Intern) -Ghost Productions Inc.

2000

Created facial animation utilizing Maya within a team project for the independent film, *Now Hiring*.

## Education & software

Certification in Computer Animation, Academy of Communication Arts, Minneapolis (2000)

**Software:** 3ds max, Zbrush, Maya, Photoshop, Unreal Engine 3.0, UVLayout, Mental Ray, After Effects, Softimage, AutoCAD, Character Studio, Dreamweaver, Flash.