

● Modeling ● Texturing ● Props ● Characters ● Creatures ●

Profile

- **8 years experience including game development and architectural illustration.**
- **Highly proficient in the technical process of 3D art creation for real-time display.**
- **Ability to match concept art very closely.**
- **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 the game industry with meticulous attention to detail.**

Skills

- 3D Modeling (high and low-poly)
- Unwrapping / Texturing
- Characters / Creatures
- Scripting
- Environmental Art / Objects
- Lighting

Related work experience

3D Modeler / Animator - Progressive Systems Inc. 2002 – 2009

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.

- Introduced 3D mechanical/hard-surface modeling and animation (3ds max) as a way to demonstrate machinery structure and components for the computerized woodworking industry. This resulted in new contracts for the firm.
- Created batch plot scripts for CAD drawings, eliminating the need to individually set print options.

Lead 3D Architect / Technical Artist - Treveda 3view 2004 – 2007

Led a team of four artists to re-create homes and apartments using a proprietary real-time game engine. Oversaw modeling, texturing, radiosity lighting, troubleshooting, on-site measuring, on-site picture taking and object 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- Revamped lighting techniques despite challenges of outdated game engine.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 models and baked detail into textures. This work was showcased on the local NBC affiliate KARE-11.
- Increased engine speed from 20fps to 60fps by setting standards for poly counts and texture sizes.
- 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 - Ghost Productions Inc. 2000

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

Education & Software

Certification in Computer Animation, Academy of Communication Arts, Minneapolis (1998 - 2000)

Software: 3ds max, Photoshop, Zbrush, Maya, UVLayout, Character Studio, Softimage