

Work Experience

Freelance 3d Artist: 2013-Present

Deliver 3d assets, images, and videos to clients in a timely manner.
Work has included characters and assets for indie games, sculptures for 3d printing, and videos of medical procedures.

Technology Specialist - Lee Michaels Fine Jewelry: 2013-Present

Maintain user accounts and profiles and offer over the phone help desk support for computer, tablet, printer, and general IT questions.
Creation of how-to guides for end users, basic tech/device training, and network diagramming.

Art Director/3d Artist - Sira, Arsenic Playground: 2011-2012

Helped to define the visual style of senior project game and ensured art asset consistency and quality.
Managed a student art team from a variety of disciplines; facilitated training and sharing of techniques.
Modeled and textured in-game enemy character models and created in-engine materials.

Software and Professional Skills

Zbrush / Maya / Photoshop / Substance / Marmoset
Modeling Low and High Poly / Digital Sculpting
UV Mapping / Normal Map Baking
Hand Painted / PBR Material Setup
Technical and creative problem solving

Education

BFA in Game Development from Savannah College of Art and Design (SCAD) '12
(Concentration in Art for Games)
Outstanding Achievement Award
Magna Cum Laude

Awards, Recognition, Certifications

Sira showcased at SCAD Majors Fair 2012
"Break" Global Game Jam 2012 - SCAD Savannah Site "Best in Show"
3d work showcased at SCAD museum VIP grand opening 2011
CompTIA A+ Certification
Eagle Scout