

OBJECTIVE: Seeking a stimulating & challenging position within the creative industry as a **CG Artist**, developing powerful and competitive content.

TECHNICAL KNOWLEDGE:	Maya	UDK, Kismet	Adobe Illustrator
	Adobe Photoshop	BodyPaint	CrazyBump
	ZBrush	Mudbox	TopoGun
	XNormal	UV Layout	Marmoset

CREATIVE SKILLS:	Visual Development & Story Boarding	Character/Prop/Background Design
	2D Character/Prop Turnarounds	Game Rigging & Engine Importing
	Matte Painting & Digital Sculpting	Modeling & Unwrapping
	Animation Cycles for Games	Lighting & Compositing
	Retopologizing & Texture Painting	Anatomical Knowledge
	Pipeline Organization & Standardization	

EDUCATION: **The Art Institute of Atlanta**
Bachelor in Fine Arts: Game Art & Design, Graduated December 2011

- Media Arts Tutor – Assisted students
- Sculpture Club president
- Teachers Assistant

EXPERIENCE: **World Touch Gaming** March 2011 - Present

- *Conceptualize & design 3D game assets such as characters, props, backgrounds, & facial charts.*
- *Model, texture, and unwrap assets, oversee rigging, blend shapes, & animation;*
- *Lighting, rendering, and compositing as needed for high quality.*
- *Creation of storyboards from start to finish for both pre-vis and production.*

World Touch Gaming Intern August 2010 – March 2011
Practiced pipelines, preproduction, and enhanced production skills under the guidance of the project manager and art director

3rd Fathom (Freelance) September 2011 – October 2011
Performed graphic design and motions graphics work on a project basis

The Art Institute of Atlanta, Atlanta, GA February 2011 – December 2011
Media Arts Tutor and Lab Manager; tutor to animation & game design students

EVENTS & AWARDS: SIEGE Convention –Spoke at local high schools promoting college fair, volunteer
Global Game Jam 2010 – Team of 11 producing “Magnadude”