

Game Experience:

Associate FX Artist, Sledgehammer Games, Foster City, CA, May 2011 - Present.

- Created improved fire effects during first week of work.
- Quickly learned and adapted to proprietary technology.
- Worked within the constraints of a 60fps environment while maintaining visual sophistication on multiple platforms.

Art Intern, THQ San Diego, San Diego, CA, June - August 2010.

- Expanded and improved THQ San Diego's effects library.
- Sparked the initial development of in game hit effects by working extra hours to complete tests for review by management.
- Created a complete cinematic environment from concept through final set dressing.

Contract Artist, WhileTrueFork LLC, Madison, WI, May - June 2010.

- Established a direction for the look of an early-in-development game title, generating a high volume of conceptual images that aided the production team in envisioning the title's world.
- Provided insight into prudent art production pipelines for the title's needs.

Education:

Ringling College of Art and Design, Sarasota, FL.

Bachelor of Fine Arts in Game Art & Design – May, 2011 Candidate.

- **Trustee Scholar 2010-2011**, Ringling's highest student honor. Recognizes creative talent, communication skills, and uncommon contributions to the school. Chosen out of all senior Game Art and Design students.
- **Co-founder and President**, Ringling College Game Design Club.

Johns Hopkins University, Baltimore, MD (Transferred)

Two semesters' coursework in International Relations.

Software:

Unreal Development Kit Game Engine, Radiant Call of Duty Game Engine, Perforce, Pixologic Zbrush 3.5, Crazybump, Adobe Acrobat 8.0, After Effects CS4, Bridge CS4, Photoshop CS4, Premiere CS4, Autodesk Maya 2011, Corel Painter 11, Mudbox 2010, Microsoft Office Suite, Windows XP Professional SP2, MEL and Python scripting proficiency.

Awards / Interests:

Best of Ringling 2011: President's Award for Game Art Thesis Project.

Best of Ringling 2010: Team Game Environment.

Best of Ringling 2010: Solo Game Environment.

Best of Ringling 2009: Outstanding Game Art and Design Sophomore.

Interests include Asian languages, SCUBA diving, guitar performance, amateur paleontology, and politics.