

## EXPERIENCE

- Elastic Games 2016
  - Produced low poly assets for unreleased title.
- Corgan Media Lab (Internship) 2015
  - Organized large 3D scenes, produced several small assets, rotoscoping, fixing models.
- Reel FX (Contract) 2015-2016
  - Produced low poly assets for unreleased title.

## SKILLS

- Producing accurate high and low poly models.
- Constructing UVs and baking normals to low poly models
- Texturing to physically based and non-PBR workflows.
- Lighting scenes in an efficient and an artistic style.

## SOFTWARE

- Adobe®
  - Photoshop (Advanced)
  - After Effects (Intermediate)
  - Illustrator (Novice)
- Autodesk®
  - 3DS Max (Modeling - Advanced)
  - Maya (Animation - Intermediate)
- Foundry®
  - Nuke (Novice)
  - Mari (Intermediate)
- Other
  - Pixologic® Zbrush (Intermediate)
  - Substance Painter/Designer (Intermediate)
  - Quixel® Suite (Advanced)
  - Unreal Engine 4 (Intermediate)

## EDUCATION

- The Art Institute of Dallas
  - Bachelor of Fine Arts - Media Arts and Animation March 2015

## ACCOLADES

- The Art Institute of Dallas
  - Awarded "Most Outstanding Graduate in Media Arts and Animation".

## REFERENCES

Available upon request.