

Art Direction

Concept Art

Modeling

Rigging

Environments

Animation

Pixel Art

Logo & Web Design



Objectives

To create high quality art that contributes to a larger piece, and to be part of the culture that develops around a large scale project.

Skills

- Drawing
- Painting and Color Theory
- Design and Concept
- Branding and Logo Design
- 3D Modeling
- Baking and Painting Textures
- Acting
- Animating
- Art-Side Project Management & Communication Skills

Technical Proficiencies

- **Art Pipelines for Various Games**
- **2D Graphics Software**
 - Photoshop
 - Flash
 - Director
 - After Effects
 - The Gimp
- **3D Graphics Software**
 - 3ds Max
 - Maya
 - UV Layout
 - Mudbox
 - Mesh Lab
- **Audio Software**
 - Fruity Loops
 - Acid Pro
 - Audition
 - Sound Forge
 - Audacity
- **Operating Systems**
 - Windows
 - Mac OS
 - Some experience with Linux

Projects

- **Aleph** – Art Direction, Concept Art, Character Art and Animation, Particles
- **Tad Studbody and the Robot Rampage!** – Art Direction, Character Art
- **Synaesthete** – Animated Environment Textures

Formal Training

- **DigiPen Institute of Technology**, BFA in Production Animation – Graduated in 2009
- **Perpich Center for Arts Education**, High school diploma in Media Arts - Graduated in June of 2001

Previous Employer

Fishbeat, LLC
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