**PROFILE**

Detail oriented, hard working environment artist with strong focus on creating beautiful atmospheric scenes using hand painted and photo textures, unique and modular meshes, particle effects, and animated props.

**SPECIALIZATIONS**

* Hard Surface & Organic Modeling
* Game Assets
* Advanced Game Prototyping

**SKILLS**

Computer:

Adobe Illustrator Adobe Photoshop Autodesk 3DS Max

Autodesk Maya Pixologic Zbrush Quixel nDo 2

xNormal UDK Editor cryENGINE 3

Source SDK Unity Engine

Additional:

Digital and Traditional drawing

**RELATED EXPERIENCE**

**SuperVillain Studios**

*3D Artist* April 2014 - Present

*3D Art Intern* November 2013 - April 2014

* Create and texture low poly 3d environments and props

**Game Centric Media LLC & Phantasm Partners LLC**

*3D Modeler Intern* August 2013 - Present

* Model and texture high poly assets to be used for pre-rendered backgrounds

**EDUCATION**

The Art Institute of California – Orange County June 2013

Bachelors of Science in **Game Art & Design**