

## OBJECTIVE

To work in a creative environment with a talented crew of artists producing exceptional player experiences.

## QUALIFICATIONS

### Game Artist

Experienced in creating 3D and 2D assets in various styles for interactive media in a fast-paced, enthusiastic environment. Excellent communication with the team to achieve broad-level goals and detail-oriented to take rough ideas to full polish.

### Generalist

Broad production experience in both modern computer graphics pipelines and traditional design, including: Concept Art, 3D Modeling, Texturing, Animation, Lighting, UI Design, Graphic Design

## EXPERIENCE

### 3D Art Generalist - PariMAX, Hunt Valley MD - 01/2018-06/2019

Create 3D, 2D, and VFX assets for game titles in the Unity engine

- Ensure delivery of a new game title every 10-week cycle
- Construct art-based game components in Unity such as game icons, UI graphics, and animated celebration sequences
- Convert 3D rendered art to 2D sprite pipeline

### Indie Game Developer - Full Mule, San Jose CA - 01/2017-1/2018

Designed all art assets for the PC indie game title: *VINTAGE*

- Defined visual direction and creative vision for entire game using Photoshop, Maya, and Unity
- Designed and 3D modeled all art assets
- Created all marketing materials

### Art Lead - BebopBee, Union City CA - 07/2016-12/2016

Led early production development for cross platform multiplayer: *SUPER JUMP LEAGUE*

- Defined game style and collaborated with engineers on production pipeline for both content scalability and creative freedom
- Designed characters, environments, and weapons using Unity, Maya, Photoshop, and Spine
- Directed and trained junior members of the art team

### 2D / 3D Artist - BebopBee, Union City CA - 05/2014-07/2016

Created art assets for globally featured iOS/Android games: *Snapimals* and *JurassicGO*

- Designed, modeled, and textured 20+ stylized in-game characters with direction from the Creative Director
- Collaborated with engineers to model and build the 3D island archipelago
- Designed and implemented in-game UI/UX for the core player loop
- Delivered time sensitive special event content: '2016: Festive Fun Chinese New Year' and 'Snapimals: Holiday Reindeer event'
- Planned, shot, edited, and rendered gameplay screenshots used in Web Media, Apple, Google, and Amazon Kindle App Stores
- Designed game icons, logos, and company website materials

### VFX Coordinator - Zoic Studios, Culver City CA - 01/2014-05/2014

Prepped plates and detailed deliverables, tracked shots and assets, worked closely with Producer to ensure prompt deadline completion

- CW's *The Flash* - Pilot episode
- 2014 Scion FR-S 'Makes Everything Epic' / 2014 Scion 'Epic Sales Event' commercials
- Renuzit 'Aromatherapy' commercial

### VFX Intern - Zoic Studios, Culver City CA - 09/2013-01/2014

Worked in Editorial to create previsualization for commercials

- Nissan 'X-Trail' commercial
- St.Ives 'The World of St.Ives' commercial

### Illustrator / Storyboarder - Visual Ink Creative, San Francisco CA - 06/2012-09/2013

## EDUCATION

### Academy of Art University, San Francisco CA - 09/2008-06/2012

MFA - 2D/3D Character Animation

### Smith College, Northampton MA - 09/2004-06/2008

BA - Computer Science / Studio Art: Sculpture - Double Major

## SKILLS

**3D** - Unity, Maya, Substance Painter, Mudbox, ZBrush

**2D** - Adobe Photoshop, Illustrator, InDesign, Acrobat, Balsamiq, Sketch, Spine, ToonBoom

**Production** - Git (SourceTree), Visual Studio, Microsoft Team Foundation Server, Excel/Google Sheets, Asana, Slack, Shotgun

**Editing** - Adobe AfterEffects, Premiere Pro, Media Encoder, Final Cut Pro, Quicktime Pro, GifCam