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## WORK EXPERIENCE

### BMAD/MAKESHIFT VFX

OCT 2017 - PRESENT

#### SENIOR CHARACTER ARTIST - MOBILE GAMES, VFX FOR FILM AND TV

- Modeled and textured stylized animal caricature characters for mobile game House of Cats
- Modeled and textured sci-fi characters and vehicles for TV and Film VFX productions
- Mentorship of junior artists
- Established art workflow and asset pipeline between Maya and Unity
- Shader writing and scripting in Unity

### EA VANCOUVER/POPCAP

APRIL 2015 - APRIL 2016

#### CHARACTER ARTIST - PLANTS VS ZOMBIES: GARDEN WARFARE 2

- Created player character and boss character high poly models, low poly models, textures and shaders
- Worked from loose concept art, with the art director, to develop the final look and feel of the characters
- Worked with PBR and Frostbite to achieve high quality current gen visuals
- Polished existing assets and assets created by external studios to meet quality standards

### VALVE SOFTWARE

JULY 2012 - MARCH 2015

#### FREELANCE CHARACTER ARTIST - DOTA 2

- Designed and created armor, weapons, characters and promotional artwork which has been integrated and sold within Dota 2
- Modeled high and low poly characters, armor and weapons
- Skinned armor and weapons to existing character rigs
- Followed exacting budgets and guidelines for creation and integration of props and characters to Dota 2

### KERBEROS PRODUCTIONS

FEB 2012 - AUG 2012

#### 3D ARTIST - CANCELED PROJECT

- Design and modeling of environments, buildings, interiors and props
- High poly modeling, low poly modeling, baking and texturing of assets
- Integration of props and environments into proprietary engine

## SKILLS

- Highly adaptive, able to quickly learn new tools/workflows
- Strength and experience in both organic and hard surface modeling
- Able to work effectively on stylized or realistic art
- Solid design skills and ability to collaborate with concept artists and art directors to faithfully adapt designs to 3d
- Ability give and receive feedback and use it to improve or iterate during development
- Strong technical knowledge and skill set including shader writing, scripting and programming
- Self Motivated to complete tasks to the highest quality

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## SOFTWARE EXPERIENCE

- Autodesk Maya
- Autodesk 3d Studio Max
- Pixologic Zbrush
- Substance Painter
- Adobe Photoshop
- Marvelous Designer
- Unity
- Frostbite