

## Statement

I'm a creative individual who is extremely passionate about art and game development. I strive to create inspiring artwork both individually and with teams of creative artists.

### Skills

Modeling – low and high polygon  
Texturing and Unwrapping  
Material Creation  
Lighting

### Content Creation Tools

3D Studio Max  
Maya  
Photoshop  
Zbrush  
nDo2  
xNormal  
SVN/Perforce

### Game Engines

Unreal Development Kit  
Unity 3d  
Marmoset Toolbag

## Work Experience

### **KIXEYE - San Francisco, CA**

3D Artist - August 2012 – Current

- Create content for games, both sprite based and real-time
- Pre-production work on upcoming titles

### **INSTITUTE FOR CREATIVE TECHNOLOGIES (USC) - LOS ANGELES, CA**

Level Design/Environment Artist - May 2010 – August 2012

- Environment artist for the Virtual Patient Project
- Level design, lighting, and materials within Unity 3d
- Created advanced character skin shader for use within Unity 3d
- Created complete Front-End User Interface for the Virtual Patient Project
- Created Microsoft Kinect User Interface for the Virtual Patient Project

## Education

Ferris State University - Grand Rapids, Michigan - Graduated in 2011  
Bachelor of Applied Science in Digital Animation and Game Design

## References

**PATRICK KENNY -VIRTUAL PATIENT LAB DIRECTOR – [KENNY@ICT.USC.EDU](mailto:KENNY@ICT.USC.EDU)**

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