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	**Content Creation Tools**	**Game Engines**
Modeling – low and high polygon	3D Studio Max	Unreal Development Kit
Texturing and Unwrapping	Maya	Unity 3d
Material Creation	Photoshop	Marmoset Toolbag
Lighting	Zbrush	
	nDo2	
	xNormal	
	SVN/Perforce	

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

MARTY LIER - FERRIS STATE PROFFESOR - MARTYLIER@FERRIS.EDU

ANDREW SMITH - ARTBYSMITTY@GMAIL.COM