



Technical Skills

- **Autodesk Maya**
 - Modeling, texturing, rigging, MEL scripting.
- **Autodesk 3ds Max**
 - Modeling, texturing, rigging.
- **PBR Texture/Material Pipelines**
- **Adobe Photoshop**
- **Unreal Engine 3, 4, Unity**
- **Pixologic Zbrush**
- **Substance Painter**
- **Other Proprietary Engines**

Experience

- Aug 2018-Present **Lakshya Digital/Keywords Studios** Redmond, WA
Outsource Artist
 - Asset task setup, pre-production, polish, and integration of outsourced assets into multiple studio pipelines across different titles.
 - Maintaining good communication between client and outsource teams.
 - Evaluation and critique of incoming outsourced assets.
- April 2015-April 2018 **Turn 10 Studios/Microsoft** Redmond, WA
Car Artist
 - Polish on car assets in game including remodeling, retexturing, animation setup, and shader/material setups.
 - Communication with multiple teams for asset specifications and licensing requirements.
 - Engine integration setup of outsourced assets.
 - QA test passes on newly submitted outsourced assets.
- Sept 2012-April 2014 **Zombie Studios** Seattle, WA
Environment Artist
 - Creation, rigging, and implementation of new environment, weapon, and vehicle assets from concept.
 - Unreal engine 3, 4, and Unity integration, shader work, and world placement.
 - Updating of assets for current and next generation fidelity.
- Nov 2010-July 2012 **Monolith Productions/WB Games** Kirkland, WA
Associate Character Artist
 - Evaluation, cleanup, rigging, and weighting of outsourced character and weapon assets.
 - Assisting lines of communication between the art team and outsourcers.
 - Modification of assets for uniformity and functionality.
 - Creation and implementation of new character art assets from concept.
 - Memory management and pipeline cleanup.
- Apr 2009-Present **3D Freelance Artist** Kenmore, WA
3D Modeler & Texture Artist
 - Contracted to model components of Columbia Sportswear shoes.
 - Contracted to model and texture numerous random objects for Doppstadt.
 - Rigging and weight painting for characters and objects for multiple clients.

Education

- 2006-2010 **The Art Institute of Portland** Portland, OR
 - Bachelor of Fine Arts, Game Art & Design.
 - Concentration: Technical Direction/Rigging and 3D Modeling.