



## About

I have been working in the game industry for about 4 years as of now. My responsibilities have ranged from asset modeling and texturing to level layout, composition, and lighting as well as other tasks related to 3D model creation and management.

## Experience

Visionary Games, **Title TBA**

3D Environment Artist

2018, March - Current

Illustrated environmental concept art through Photoshop and Unreal Engine 4. Collaborated with the art team to ensure everything fits visually. Developed a style and pipeline through Maya, Photoshop, and Substance Painter.

- Painted concept art based off given style guide.
- Modeled, UV'd, textured & lightmapped game ready assets.
- Worked in engine to give own personal touches to the maps.

Sonder Studios, **The Space Between**

Lead 3D Environment Artist

2017, April - December

In charge of architectural level layouts using Maya, Google Sketchup, and AutoCAD. Created environments, & concentrated on color theory to set the mood. Met up with team members to go over weekly sprints.

- Boxed out & modeled environments from reference & style guide.
- UV'd & lightmapped environment assets to fit the soft shadow motif.
- Collaborated with artists to assist with adding assets to scenes.
- Created modular & interactive assets.
- Worked in Unity & on master project in GitBash.

Draw 2 Studios, **Grimmwar**

2D Environment Artist

2016, April - October

Created concepts & detailed environments in Photoshop. Collaborated with character artist to illustrate over 50 cards for deck-building game through Kickstarter "*Grimmwar*." Reported to teams' artist to create Gothic & Victorian styled settings.

- Created 10 different battleground cards, which were solely environments.
- Collaborated & created backgrounds for character artists' monsters. Established specialized shots so characters could fit within the setting.
- Ensured every background was finished on time & met all deadlines for initial game release.

## Education

**Bachelor of Arts Degree in Interactive Arts / Game Art, Design** – Columbia College Chicago IL 2015

## Skills

**Graphics:** Low and high polygonal 3D modeling, asset modeling, texture maps, lighting, concept art, video game level building, camera work, rendering, animation, rigging and storyboarding



Autodesk Maya



Substance



3DS Max



Google Sketchup



Zbrush



Photoshop



Unreal Engine



After Effects



Unity



Illustrator



Cry Engine



Flash