

OBJECTIVE

To work with a team of motivated individuals creating a seamless blend of creative art and entertainment. Looking for close team camaraderie and highly imaginative, yet challenging work.

SKILLS

Autodesk 3ds Max | Modeling, Texturing, Lighting, Animating
Adobe After Effects | Motion Graphics, Editing, Compositing
Adobe Photoshop | Design, Texturing, Painting, Retouching

Adobe Illustrator | Illustrating, Designing
Zbrush | High-poly Modeling
Unity | Game Development

| Microsoft Office Suites | Adobe CC | SmartSVN | Perforce | Bink Video | MediaEncoder | World Machine |
| SpeedTree | FumeFX | TrapCode Suite | Particle Illusion | Arnold | CoolSigns | Element 3D |

WORK EXPERIENCE

Sr. Game Artist | Scientific Games | Scottsdale, AZ | Nov 2012 - April 2020

- Produce high quality 2D & 3D graphics and animations for slot machines and signage
- Implement technical art into game engines, integrated assets into game engine
- Collaborate with graphic artists and engineers to bring initial concept into a working game
- Manage art assets and renderings

Game Credits

Blazing X - Asia | Blazing X - Las Vegas | Cirque du Soleil AMALUNA | Cirque du Soleil KOOZA | Goldslinger Hot Hands | Goldslinger Tumblin' Dice | Imperial Treasures | It's Electric | Triple Quick Hit Black Gold | Triple Quick Hit Blazing 7s | Triple Quick Hit Black & White | Twin Fire Frenzy | Twin Fire Fireball Frenzy | Twin Fire Freedom Frenzy | Winning Hearts | ZZ Top "Live from Texas"

Freelance Environment Artist | SupaSupa Games | Phoenix, AZ | Nov 2011 - July 2012

- Create track layouts, models, and textures
- Create environment set pieces

Shipped Game Credits

SupaSupa Cross - (iOS, Android)

Environment Artist | THQ Digital Studios /Rainbow Studios | Phoenix, AZ | Dec 2005 - Aug 2011

- Create 3D models, textures, lighting, and collision for in-game environments
- Create textures, bump maps, and realistic erosion/detail for deformable terrain system
- Help to establish style goals and pipelines and create methods of best-practice in creating artwork

Shipped Game Credits

*MX vs ATV Alive (XBox 360, PS3) | MX vs ATV Reflex (XBox 360, PS3) | MX vs ATV Untamed (XBox 360, PS3) |
Deadly Creatures (Wii) | Doods Big Adventure (Wii) |*

Environment Artist | Los Alamos National Laboratory- VISIT Project N-4 | Los Alamos, NM | May - 2004 - Dec 2005 (summer, school breaks)

- Model, map, and texture realistic 3D models for the Unreal Engine
- Work closely with artists and coders to create digital representations for use in security simulations, government training, real-time simulations, and other government-sponsored work

EDUCATION

Bachelor of Arts Degree in Multimedia University of Advancing Technology | Tempe, AZ | April 2005