



832-620-2832
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Objective

To obtain a position as an Environment Artist that will allow me to contribute to the success of your company by utilizing my work ethic and skills in building environments, worlds, and architectural renders in digital form.

Education

Full Sail University Winter Park, FL **Bachelor of Science Degree in Computer Animation** 2005-2008
Received Course Director's Award for Winning Attitude and Outstanding Work Ethic from Katherine Blackmore, 2DA CD

North Harris Montgomery C.C. Conroe, TX **Selected Coursework: Art/Design, Still Life, Figure & Technical Drawing, Drafting, AutoCAD, Digital Imaging & Multimedia, Japanese Language** 2010-Present / 2003-2005

Educational Experience

Computer Animation Project – Individual Final Project

Job Title skills portrayed for: "Environment Artist"

Creation of all elements necessary to produce three high-resolution 3D environments from photo inspiration.

Software Technologies – Class Group Project – Member of the Lighting, Visual Effects, and Scene Finishing Team

Project Title: "The Morning Catch"

Project group of approximately twenty students to produce an animated short using virtually unfamiliar software (AutoDesk's 3ds Max and Motion Builder). Assets created as member of the Scene Finishing Team included particle dynamically driven mud, composite work for animatic/pre-pro elements, and final composites of the mud as well as a few other scenes.

Game Character and Scene Design – Four Member Group Project – Member of Team Babelphish

Project Title: "Sci-Fi"

Project was to create a modeled, textured, and lit game level for real-time while using baked lighting and instanced placed geometry. Assets created as member of Team Babelphish included modeling/texturing of structure and prop elements.

Software

- Maya3D
- Photoshop
- Apple Shake
- SynthEyes
- Final Cut Pro
- Mental Ray
- MAC and MS OS

Skills

- Communication Skills
- Diligent Self-Starter
- Traditional Art
- Rendering
- Lighting
- Texturing
- Environment Modeling

Industry Work Experience

TwitchingChicken.com – Member of the Art and Design Team - Environment and Prop Artist Sept 2009 – Feb 2010

Freelance - Fall Out 3 Game Mod Project - "Broadway – In Hell, the Show Must Go On"

Presently in Pre-Pro/Bid and rough modeling stages. Responsible for creating detailed reference art, models high/low resolutions, as well as textures, high resolution color with normal maps

Non-industry Work Experience

CVS Pharmacy The Woodlands, TX **Shift B Supervisor** Aug 2009 - Present

Managerial decision making, manage 4+ people daily, daily cash management and nightly audits, conduct loss prevention measures, sales, and stocking

Game Stop, Inc The Woodlands, TX **Assistant Store Manager** Feb 2004 - Aug 2005

Managed daily duties Conducted hiring interviews Audited daily transactions Supervisor of 6-10 Associates

United Parcel Service Conroe, TX **Package Handler** Sept 2003 - Dec 2003

Responsible for the correct loading and unloading of parcels depending on street and area in a warehouse setting Cleaned work area and maintained an orderly succession of parcels for expedient delivery