

Technical Artist

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Dedicated developer with work in 2 published titles. Specialized in Unreal Engine. Equipped with a wide range of technical and artistic skills. Highly experienced with team communication and collaboration.

Experience

Digital Technical Designer Intern

2023 - 2024

Viking Group Inc.

- Developed fire sprinkler VR training courses in Unreal Engine.
- · Shipped numerous playable valve configurations to the Virtual Viking product on Steam
- Designed and keyframed animations of the training courses for YouTube.
- · Created material effects to aid in the realism of the simulations while monitoring performance costs.
- · Improved visual effects and procedural assets.
- · Communicated in person and through Teams frequently to ensure accuracy of the valves.
- · Managed tasks through Jira.

Remote Intern

2023

Yeti CGI

- · Learned how to prototype with the browser-based framework of CasualOS.
- · Developed prototypes for tools such as a notes app and animated chart graphics.
- Collaborated with a Kickstarter to produce a playable introduction to CasualOS with CasualOS.
- · Tested and ensured that the designs also worked on mobile browsers.
- · Reported in daily with progress updates through Slack.

Programming Tutor

2021 - 2023

Ferris State University

- Met 1 on 1 online to help students understand course content, aiming to give the students the tools/philosophies to learn on their own.
- · Tutored for courses using Unity and Processing and taught classes when needed.
- Provided students with a back and forth, encouraging, explorative environment based on the student's skill level.
- · Helped students brainstorm and develop their own more advanced ideas.

Education

Bachelor of Applied Science

Ferris State University - Digital Animation and Game Design

Skills: Unreal Engine, Unity, C#, Java, Photoshop, Illustrator, Blender

Strengths: Programming, Shaders, Designing, Communication

Tools: Github, Teams, Slack, Jira, Trello