

Skills

- C#
- C++
- CG
- Hard Surface Modeling
- MOCAP
- Organic Modeling
- Profiling
- Rigging
- Sculpting
- Texturing
- UE4 Blueprints
- UI/UX
- VFX

Tools

- Adobe Suite
- Maya
- Microsoft Office
- Mobu
- Substance
- Unity
- Unreal
- Zbrush

Experience

- Void Arts, Reaver, Technical Artist January 2019 - May 2019
 - VFX such as bullet holes and jetpack flames
 - UI/UX art and implementation
 - Programming of all mechanics aside from some Ai before C++ conversion.
 - Pipeline management
- Lucerna Studios, SproutXR, Programmer December 2018 - May 2019
 - Rapid prototyping for android/ios AR/VR apps
 - Implementation of multiple SDK's
 - Account login/creation
- Bombardment Studios, Death By Oil, Technical Artist August 2018 - December 2018
 - VFX such as explosions and bullet tracers
 - UI/UX art and implementation
 - Tool creation for Level Designers
 - General programming
 - Minor prop assets
 - Pipeline management
- Casual Knights, Rhythm Rumble, Lead Programmer January 2018 - April 2018
 - Rigging and implementation of MOCAP
 - Wrote custom shaders
 - Wrote a script to read an image file to generate note placements

Education

- University of Central Florida, Orlando, Florida BA Digital Media 2020
- Seminole State College - Associate in Arts 2015

Awards

- Phi Theta Kappa Honor Society 2014