# Objective: Seeking full time employment in technical art utilizing in depth knowledge of art asset production and implementation, as well as programming and architecture. Available December 2020.

# Education

## **Rochester Institute of Technology (RIT), Rochester, NY Expected December 2020**

Bachelor of Science, Major in Game Design & Development, Minors in 3D Digital Design and Psychology

GPA: 3.68, Deans List Fall 2017 - present

# Experience

## **MAGIC Technical Artist – Rochester, NY May 2020 – Present**

* Working with a small agile team to develop prototypes in Unity for a MAGIC Spell Studios original game
* Designing and developing VFX such as shaders and particle effects, as well as player UI systems
* Communicating with artists to optimally implement in-game assets such as characters and objects
* Collaborating with audio producers to incorporate in-game sounds using Wwise

## **MAGIC Maker Co-Op – Rochester, NY June 2019 – August 2019**

* Organized and scheduled tasks for a team of 3 to ensure that milestones were continuously met
* Developed gameplay scripts as well as scripts for audio visualization
* Designed, developed, and implemented art assets such as 3D models, textures, shaders, and sprites
* Optimized art assets and pipeline to meet performance guidelines on mobile devices
* Achieved over 10,000 downloads between App Store and Google Play. Link: <https://overdrivegame.com>
* Selected by MAGIC Spell Studios to be showcased at GDC 2020

## **RIT ITS Tech Management – Rochester, NY February 2018 – May 2018**

* Learned skills in hardware software, and network repair during 11 week training program
* Provided one-on-one customer support to RIT faculty, staff, students, and retirees

# Skills

* Languages: C#, C++, JavaScript, HTML, CSS, Java
* Software:
  + Art: Blender, Maya, Mudbox, ZBrush, Substance Painter, Gimp, Photoshop, Illustrator, After Effects
  + Development: Visual Studio, Unity, Unreal Engine, MonoGame
  + Other: Git, Gitlab, Github, Slack

# Projects

**Neurotechnology Exploration Team (Research Project) February 2019 – December 2019**

* Assisted in development of a 3D racing game using muscle sensors as input for rehabilitation purposes
* Acted as the main 3D asset producer in team of 11, also assisted in gameplay scripting and overall design

**Wild MAGIC Game Jam (48-hour hackathon) October 2019**

* Collaborated with 3 other teammates to create 3D puzzle platforming game using Unity and C#
* Developed and implemented models, textures, shaders, and post processing to meet the game’s visual goals

**DreamEscape (Academic based personal project) September 2018 – May 2019**

* Assisted students in capstone design course using Unity and C#
* Collaborated with team to create designs for 3D assets that fit game’s theme and gameplay
* Implemented models, textures, and animations. Utilized shaders and post processing to achieve desired style

**BrickHack 2019 (24-hour hackathon) February 2019**

* Created a 2D party platforming game in Unity with a team of 4
* Implemented art assets made by team members into game engine and assisted in development gameplay scripts
* Link: <https://devpost.com/software/brick-hacker-2k19>