

EDUCATION

(Aug 2014 - May 2018) Miami University (Ohio) Bachelor of Arts in Interactive Media Studies

- Minor: Computer Science
- Capstone: FZSpray.com website UX testing, metrics and redesign for Wessol LLC
- Thesis and independent studies in game design using Unity 3D and Unreal Engine 4
- Graduated Summa Cum Laude

PROFESSIONAL EXPERIECE

(May 2019 - present)

Technical Artist at LifeFormations [lifeformations.com]

- Wrote custom ZBrush and Maya scripts for specialized applications.
- Implemented new conversion techniques exchanging solid and mesh data.
- Facilitated new remote work tech and VPN for company during recent lock-downs.
- Overhauled company-wide IT security. Created server with Solidworks PDM.

(Jan 2018 – May 2019)

Digital Sculptor at LifeFormations [lifeformations.com]

- Worked directly with clients from Disney, Fox, Universal, Europapark and Dollywood.
- Responsible for animating life-scale animatronics and statues of iconic characters.
- Collaborated with Imagineers and Roush to develop animatronic shell surfaces.

(Aug 2017 - May 2018) Graphic Designer on Miami University Esports Club Executive Board

- Crafted event marketing materials attracting 150+ attendees per LAN event.
- Coordinated and ran Virtual Reality demo during TEDxCincinnati Main Stage 2018.

(May 2017 - July 2017)

Technology Coordinator and Instructor at iD Tech [idtech.com]

- Drafted curriculum for eight understudies on a weekly rotation.
- Bug fixed and consulted on several different projects at once.
- Gave crash-courses on 3D modeling and game development using Unreal Engine 4.

(May 2016 - May 2017) Lead 3D Artist on Brukel Game [brukelgame.com]

- Trained six artists in Physically Based Rendering workflow and best practices.
- Organized sprints and set milestone requirements for artists according to ability.
- Produced WW2-era props and characters for a historical horror game in UE4.

(Sep 2015 - Dec 2017)

Virtual Reality Technician at Miami University Engaging Technology Lab

- Outfitted lab with brand new workstations, software, and VR/AR equipment.
- Assisted students in projects and developed a handful of VR and indie games.

(May 2015 - Jan 2016)

Front End Developer at Lampros Labs Startup [lamproslabs.com]

- Drafted wireframes, user flow diagrams, cost estimates and mockups for clients.



PROFESSIONAL EXPERIECE (Cont.)

(May 2015 - Sep 2015) Lead Character Artist at Graphic Creative Startup

- Created small character art pipeline from ground up with little direction.
- Led photoshoots and research for photo-realistic female character model.
- Delegated tasks to a team of texture artists, riggers, and modelers.

(2009 - present) Freelance Illustrator, Digital Designer

- Developed AR/VR assets and apps for clients including General Electric.
- 3D models and illustrates for various clients including Cambridge University Press.
- Active in local indie game development scene in Cincinnati (IGDA).

SKILLS

Mentor - Years of experience advising apprentices, releasing tutorials, teaching and tutoring.

3D Design - Masterful with ZBrush, Rhino, Maya, and Blender- focusing on characters and hard-surface.

2D Design - Adept with Photoshop, Illustrator, InDesign. Paints and illustrates for freelance projects regularly.

Game Art, Design, & Code - Attends game jams; works with Unreal and Unity game engines.

Object-Oriented Programming - Writes predominantly Java but understands C#, C++, Python and Ruby.

Web & Interactive Design - Uses JavaScript/jQuery, SCSS, HTML, MongoDB, Jekyll, Meteor and PHP.

RECOGNITION & AWARDS

2019 Themed Entertainment Association Outstanding Achievement Award - Hagrid's Motorbike Adventure

2019 Smithsonian Arcade Official Selection - Brukel

2019 Games for Good International Serious Play Award Gold Medal - Brukel

2018 Meaningful Play Best Digital Game Runner Up - Brukel

Miami University's Excellence in Games & Outstanding Games Senior - Technical Achievement Grad Awards

Miami University's Dean and President's Lists & Creative Arts Scholar

Finalist at E3 Social Game Jam 2016 hosted by the ESA and AARP - Furrow

Best Digital Game at AIMS Games Festival 2015 - GRAVITY

Most Polished Game CGDC SPEEDGAME 2014 - C3 by C3

Second Place in Robotics 3D Art Competition hosted by CG Cookie 2013 - Projekt Valour