

## EDUCATION

- ( Aug 2014 - May 2018 ) **Miami University (Ohio) Bachelor of Arts in Interactive Media Studies - 3.9 GPA**
- **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 EXPERIENCE

- ( Jan 2018 - present ) **Technical Artist at LifeFormations Creative Group** [ [lifeformations.com](http://lifeformations.com) ]
- Worked directly with clients from Disney, Fox, Universal, Europapark and Dollywood.
  - Responsible for animating life-scale animatronics and statues of iconic characters.
  - Overhauled company-wide IT security. Created server with Solidworks PDM.
  - Wrote custom ZBrush and Maya scripts for specialized applications.
  - 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](http://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](http://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**
- Gave tours of the lab and demonstrations of Virtual Reality (VR) to visitors weekly.
  - 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](http://lamproslabs.com) ]
- Drafted wireframes, user flow diagrams, cost estimates and mockups for clients.

## PROFESSIONAL EXPERIENCE (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 small team of texture artists, riggers, and modelers.

( 2009 - present )

**Freelance Illustrator, Digital Designer**

- 3D models and illustrates for various clients including Cambridge University Press.
- Releases workflow breakdowns and tutorials on 2D and 3D art online for free.
- 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