

PROFESSIONAL EXPERIENCE

- (May 2020 – Present) **Lead Technical Artist & Consultant at Realize** [realize.design]
- Created proof of concepts, assets and technical art for the realize.design app.
 - Constructed asset pipeline converting products from IKEA, Wayfair, and Target.
 - Produced Physically Based Rendered, web-loaded Unity assets.
 - Managed team of six remote modeling contractors to convert 2500 assets.
 - Developed cloud-based, real-time material switching system.
- (May 2019 – Dec 2021) **Technical Artist & Consultant at LifeFormations** [lifeformations.com]
- Wrote 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 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 large-scale animatronics and statues of iconic characters.
 - Collaborated with Imagineers and Roush to develop animatronic shell surfaces.
- (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.
- (May 2015 - Jan 2016) **Front End Developer at Lampros Labs Startup** [lamproslabs.com]
- Drafted web wireframes, user flow diagrams, cost estimates and mockups for clients.
- (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.

PROFESSIONAL EXPERIENCE (Cont.)

(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).

EDUCATION

(Aug 2014 - May 2018)

Miami University (Ohio) Bachelor of Arts in Interactive Media Studies

- **Minor:** Computer Science
- Graduated Summa Cum Laude

SKILLS

Mentor - Years of experience teaching coworkers, releasing tutorials and contributing to open source software.

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.

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

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

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

RECOGNITION & AWARDS

2021 Themed Entertainment Association Outstanding Achievement - The Secret Life of Pets: Off the Leash!

2020 Themed Entertainment Association Outstanding Achievement - Mickey & Minnie's Runaway Railway

2019 Themed Entertainment Association Outstanding Achievement - 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 & Miami 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