

## PROFESSIONAL EXPERIENCE

- ( Feb 2024 – Present )    **Senior Technical Artist at Realize** [ [realize.design](http://realize.design) ]
- Helped push Realize into Top 10 Lifestyle iOS apps with over 600k users.
  - Maintained metadata for over 400k unique SKUs across 83 different retailers.
  - Implemented Stripe checkout and payment server using Python API.
  - Designed 100 furniture bundles for fast, AI-based interior design.
- ( May 2020 – Feb 2024 )    **Lead Technical Artist & Consultant at Realize** [ [realize.design](http://realize.design) ]
- Created proof of concepts, assets and technical art for the AR realize.design iOS 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 over 5,000 3D assets.
- ( May 2019 – Dec 2021 )    **Technical Artist & Consultant at LifeFormations** [ [lifeformations.com](http://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](http://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](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.
- ( May 2015 - Jan 2016 )    **Front End Developer at Lampros Labs Startup** [ [lamproslabs.com](http://lamproslabs.com) ]
- Drafted web wire-frames, 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 photo shoots and research for photo-realistic female character model.

## 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

**Miami University (Ohio) Bachelor of Arts in Interactive Media Studies, Minor: Computer Science**

- Graduated Summa Cum Laude

**THU Workshop 2015**

## 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