

EDUCATION

(Aug 2014 - May 2018) **Miami University (Ohio) Interactive Media Major Computer Science Minor 3.9 GPA**

PROFESSIONAL EXPERIENCE

- (Jan 2018 - present) **Digital Sculptor at LifeFormations Creative Group** [lifeformations.com]
- Worked directly with clients from Disney, Fox, Universal, Blue Sky and Dollywood.
 - Responsible for designing life-scale animatronics and statues of iconic characters.
 - Split, keyed and articulated models with ZBrush for 3D printing, casting, and molding.
- (Aug 2017 - May 2018) **Graphic Designer on Miami University Esports Club Executive Board**
- Organized events and crafted marketing materials attracting 150+ attendees.
- (May 2017 - July 2017) **Technology Coordinator and Instructor at iD Tech** [idtech.com]
- Created 3D, web & game design lessons for eight understudies on a weekly rotation.
- (May 2016 - May 2017) **Lead 3D Artist on Brukel Game** [brukelgame.com]
- Constructed Agile environment art pipeline, oversaw model quality checks.
 - Produced WW2-era props and characters for historical horror game.
- (Sep 2015 - Dec 2017) **Virtual Reality Technician at Miami University Engaging Technology Lab**
- (May 2015 - Jan 2016) **Front End Developer at Lampros Labs Startup** [lamproslabs.com]
- (May 2015 - Sep 2015) **Lead Character Artist at Graphic Creative Startup**
- Created character art pipeline from ground up. Led photoshoots and research.
 - Oversaw a team of texture artists, riggers, and modelers and delegated tasks.
- (2009 - present) **Freelance Illustrator, Digital Artist & YouTube Partner**
- 3D models and illustrates for various clients including the Oxford Press.

SKILLS

2D & 3D Design - Adept with Photoshop, Illustrator, Premiere, 3DS Max, Maya, ZBrush, and Blender.

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

Team Leadership - Organized numerous group projects utilizing Agile/Scrum methodology.

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

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

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

RECOGNITION & AWARDS

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

Best Digital Game at AIMS Games Festival 2015 - GRAViTY

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

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

Graduated Summa Cum Laude, Miami University's Dean and President's Lists, Creative Arts Scholar