

2D/3D ARTIST WEB DEVELOPER **GAME PROGRAMMER**

WORK

(2012 -) YouTube Partnership

(2009 -) Silver level 3D modeler under Turbosquid

(May 2015 - Jan 2016) Front-End Developer Lampros Labs

(May 2015 - Sep 2015) Lead Character Artist at Graphic Creative Ctrl+Paint curriculum.

Freelance work with various companies

EDUCATION

Graduate of PEP Milford.

Studying Interactive Media at Miami U.

Gnomon Workshop courses.

2015 Trojan-Unicorn (THU) workshop.

SKILLS

2D & 3D Design - Photoshop/Illustrator, 3DS Max & Maya, ZBrush, Blender.

Character Art - Bulk of portfolio involves characters both painted and sculpted.

Team Leadership - Organized many group projects and experienced in effective communication.

Game Art, Design, & Code - Participates in game jams and works with every facet of the pipeline.

Book Illustrator - Educated early in comic art, has done illustration for children's books.

Web Design & Interaction Programming - Designing professionally since 2008.

Published Writer and Editor - Liberal arts background beginning in high school.

Mentor - Teaches several apprentices one-on-one and releases tutorials online.

Quick Learner - Often finishes school and client work long before deadlines.

RECOGNITION

Full Tuition Scholarship and Creative Arts Scholar at Miami University (MU).

Second Place in international Robotics Art Competition hosted by CG Cookie.

MU's Dean and President's Lists.

National Honor Society Member.

Finalist at E3 Social Game Jam. Best Digital Game at AIMS Games Festival.

VOLUNTEER

Guest lectured on digital art at Ohio Virtual Academy and spoke at graduation event.

Traveled to Navajo Reservation to teach children and contribute to community work projects.

Operates sound/visual equipment at local artistic and religious events.

Participated in charity art competitions hosted by BlenderGuru.

Worked food pantry in Amelia, Ohio.

Helped at charity cultural event Princesses Ballet in Cincinnati.