



SUMMARY

Ambitious character animator with an eye for bringing dynamic personalities and flair that enhance the gaming experience. Thrives on pushing animations to the peak of their potential, from body structure to behavior. Skilled in both keyframe and motion capture animation. Works well in both collaborative and individual environments.

TECHNICAL EXPERIENCE

Advanced

Autodesk Maya

Vicon Blade

UDK 3

Autodesk Mudbox

Marvelous Designer

Adobe Photoshop

Microsoft Office Suite

Adobe After Effects

Familiar

Unreal Engine 4

ZBrush

Autodesk MotionBuilder

Crazybump

xNormal

SKILLS

- Incredible organizational skills, intelligent and motivated, easily trained/quick learner
- Familiar with game design pipeline from concept to completion
- Able to work under harsh deadlines, experienced and comfortable cooperating with others on a team project
- Ready to learn from colleagues and mentors, receives critique well
- Background in fine arts, frequently works with digital art on character, environment, and prop concepts

EXPERIENCE

Misaki (Student Project) | September 2014 – March 2015

Character Artist / Animator | 3D character (several programs)

Produced an original character. Designed character and weapons with extensive concept art in Photoshop, modified a base model in Maya, created clothing in Marvelous Designer 3, rigged, UV'ed and animated in Maya, textured in Mudbox and Photoshop.

Kill la Kill: Don't Lose Your Way! (Student Project) | July 2014

Art Lead | 2D Flash game

Created all character art assets and character animations in group project (3 people). Animations included an idle, walk, run and attack. Assets were created in Photoshop, styled in 16-bit format.

Speakeasy (Student Project) | April 2014

Group Leader | 3D Level in UDK 3

Planned weekly objectives, met deadlines and established strong communication among all group members (5 people). Created concept art and 3D assets for game level.

EDUCATION

Ex'pression College for Digital Arts | May 2015

Bachelor of Applied Science in Game Art and Design