

TECHNICAL SKILLS

Strong: JavaScript(ES5 + ES6), HTML5, CSS3, jQuery, React, OOP, APIs(AJAX, Fetch), Photoshop, Illustrator, Maya, Substance Suite, Zbrush, 3D Coat, 3D Modeling, 3D Texturing

Experienced: MySQL, PHP, Apache2, Ubuntu, UI/UX, Firebase, JSX, Node.js + Express, Agile Methodology, AWS, Unreal Engine

Tools: Git, Github, Chrome Dev Tools

APPLICATIONS

Memory Match - Persona 5 Theme | [Live](#) | [Git](#)

This a Memory Match game stylized after the Playstation game Persona 5

- Built using **JavaScript** and **jQuery** for dynamic **HTML5** elements such as the card game board and player profiles
- Stylized **HTML5** elements with **CSS** for a cohesive **UI/UX** design similar to the design of the Playstation game
- Crafted game's graphics (animations, profile images, character cutouts) with **Photoshop**

Posterizer - Online Store Demo | [Live](#) | [Git](#)

Posterizer is a Content Management System for keeping track of posters added/deleted, and purchase

- Created dynamic **HTML5** elements with **React** to take advantage of React's modular workflow
- Designed and conceptualized store aesthetic with a focus on simplicity
- Refined **CSS** styling with **Bootstrap 4** for responsiveness on mobile and desktop displays
- Created a **PHP** backend that allows create, read, update, delete (**CRUD**) operations with **MySQL** database
- Utilized **Fetch API** calls to the backend database to update visual changes on the client side

Mood Tracker - Melleau | [Live](#) | [Git](#)

Melleau is an emotional health awareness app that tracks the user moods of the day

- Constructed with **React** due to the speed advantages of its virtual DOM and component based workflow
- Enhanced visual aesthetic and ease of use with modals containing emojis, simple forms, and sliders to record mood
- Used **Bootstrap 4** for **CSS** styling for time efficiency and responsiveness on mobile and desktop displays
- Focused on front-end logic and design within a group environment
- Produced **Fetch API** calls to backend database for **CRUD** operations
- Supported backend development with endpoints and **MySQL** queries to database

PROFESSIONAL EXPERIENCE

Freelance 3D Artist | [Art Portfolio](#)

May 2015 - Present

- Created commissioned models to be 3D printed ranging from wedding toppers to mini figurines
- Utilized 3D software such as Maya, Zbrush, 3D Coat for 3D Modeling in High/Low Poly assets
- Textured 3D environments with Photoshop, Substance Suite, and 3D Coat for use in Unreal Engine

Sales Floor Associate

Feb 2012 - May 2017

- Interacted with 30+ customers a day via fulfilling product/design inquiries and expediting checkouts
- Designed and implemented floor presentations with input from upper management to improve store aesthetic
- Organized and provided tech support with product forms for customer orders
- Adapted and troubleshooted with new and old PDA system software for store inventory
- Collaborated with a team of 10+ members daily in order to maintain quality assurance of store presentation

EDUCATION

Otis College of Art and Design - Los Angeles, California

- **Bachelors of Fine Arts:** Digital Media - 3D Modeling/Design

LearningFuze Accelerated Web Development Program - Irvine, California

- 12 weeks of training in web development
- Over 800 hours of programming