

WORK EXPERIENCE

Relish Studios, Toronto, Canada

June 2022 - Sept 2024

Intermediate Technical Artist

- Modelled, textured, and implemented environment assets and developed shaders for [Zepeto: Food Fight Fren-Z](#), [Zepeto: Runway Life](#), and [PCH Surveys](#)
- Created VFX and maintained shaders for [PCH+](#), [PCH Treasure Match](#), and [Codie Blocks](#)
- Contributed VFX polish, shader maintenance, and bug fixes using narrative tools to prepare [Weirdwood Manor Vol.2](#) for publishing to the app store
- Developed both 3D and 2D/3D styled environment pipelines for in-house IP, including shader development, 3D modelling styles, and asset management
- Modelled, textured, and implemented environments and designed levels using Roblox Studio

Tangent Interactive Media, Toronto, Canada

Jan 2021 - June 2022

Technical Artist - [Storylines: Passion and Fashion](#)

- Modelled and textured a modular asset library, creating 40+ interior/exterior environments
- Wrote and maintained lightweight environment shaders
- Developed a flexible lighting system to create custom lighting schemes
- Developed a character customization feature, updating shaders, editor code, and art asset
- Modelled, textured, and rigged a variety of clothing, accessories, and hairstyle assets
- Used custom tools to complete narrative layout on multiple books with a weekly release schedule

Lofty Sky Entertainment, Toronto, Canada

Sept 2019 - Jan 2021

3D Artist - [Sky of Tides](#)

- Wrote and maintained shaders for environments, characters, and VFX
- Modelled, textured, and implemented modular environment assets
- Created and implemented VFX using Unity Particle Systems
- Assisted in production of character art

EDUCATION

Bachelor of Computer Science

Sept 2015 - June 2019

(Computer Applications, Major in Computation Arts, With Distinction)
Concordia University, Montreal, Canada

SOFTWARE & TOOLS

- Unity
- Blender
- Amplify Shader Editor/ Shadergraph
- Substance Painter & Designer
- Adobe Creative Suite
- JIRA, Github
- Git, Plastic, SVN
- GLSL/HLSL
- C#
- Java