

-3D Modeler/Texture Artist-

Professional Skills

-Game Development-

- Creating game art assets for use in a 3D engine
- Planning and creating 3D game environments from blockout to fully textured
- Creating high resolution objects with Zbrush and 3Ds Max
- Creating textures using photo sourced and hand painted techniques

-IT Support-

- Troubleshooting computer problems in Windows XP
- Troubleshooting computer problems in Apple OSX
- Providing hardware maintenance on PCs and Macs
- Providing technical support to staff personnel

-Educational-

- Helping children improve their school performance
- Providing homework support to children
- Assisting teachers with technical support and educational material
- Assisting teachers with maintenance and repair on provided hardware

-Freelance-

- Creating a 3D animation for promotional content
- Providing graphic design support to small businesses
- Creating a logo for a non-profit organization

-Key Production Skills-

- Self-motivated
- Willingness to learn
- Passionate about video games
- Graphic Design Knowledge
- Reliable when work needs to be done

-Activities-

- Game Developers Conference Volunteer
Feb. 2008; Mar. 2009; Mar. 2010

-Professional Affiliation-

- International Game Developers Association (IGDA)

-Awards-

Collins College Award of Excellence:
Best Contemporary/New Game Design

1st Place Winner: Modeling Contest #1 -
www.nextgenhardsurface.com

-Software Experience-

Windows XP – Intermediate/Advanced
UDK (Unreal Development Kit) – Basic/Intermediate
3D Studio Max – Intermediate
Photoshop – Intermediate
MS Word – Intermediate
CrazyBump – Intermediate
MS Power Point – Basic
Apple OS 10.4 (OSX) – Basic
Unity 3D Engine – Basic
Xnormal – Basic
Zbrush – Basic

-Work Experience-

3D Modeler

Tactical Assault - <http://tactical-assault.com/>
May 2010 - Current

3D Modeler

DarkWorld Universe(website unavailable)
Jan. 2010 - April 2010

Assistant Teacher

Princeton Young Achievers
Sept. 2009 - Oct. 2009

Freelance Artist

Studio g Brand; YWCA of Princeton; Papery of Princeton
2009

Technology Assistant

Princeton Regional Schools
Jan. 2009 - June 2009

Art Director

Student Project: Eternal Winter Unreal 2K4 MOD
<http://www.gamecareerguide.com/>
May 2007 - Oct. 2008

Computer Instructor

Boys & Girls Club of America - Tempe, AZ
Mar. 2006 - May 2007

-Education-

Bachelor of Arts in Game Design, Oct. 2008
GPA of 3.45 on a 4.0 scale