



Objective

To contribute as a member of a strong, creative, and technical team and be a part of an environment that will continually challenge me to learn and grow.

Experience

Guidekick Inc | 3D Environmental Artist

Recreate real world environments in 3D for mobile game and simulation production as well as design layouts for environments using Unity3D.

Aug. 2014 ~ Current

TVGla | Associate Producer

Help lead innovation and creatively through digital ad campaigns, social media, and websites for large entertainment companies. Work closely with designers and developers to help bring to life the clients vision and excitement of movies and television shows in the digital advertising world. Major projects include:

Oct. 2015 ~ Current

- *Steve Jobs, Minions, Trainwreck, Jurassic World* | Digital Ad Campaign for awards season – Universal
- *Vikings Season 4 & Roots Miniseries* Web application and digital ad campaign- A&E/History Channel
- *Hulu Brand* Digital ad campaign - Hulu
- *Home Alone 25th Anniversary* Web application and social media campaign – Fox Home Entertainment

NeoCrux | 3D Artist

Create high and low poly spaceship set up in Unity3D for the 3D mobile game *GalaCollider*

May 2015 ~ Aug. 2015

Night Light Interactive | Producer, Marketing Director

Interface with clients and publishers, assist with business development and manage the marketing team.

Jan. 2013 ~ June 2015

Animax Entertainment | Producer, Interactive Project Manager

Create schedules and budgets, interface with clients and manage the development team including artists and programmers. Major projects include:

Sep. 2013 ~ Apr. 2015

- *TMNT* mobile game - Paramount/Nickelodeon,
- *Anchorman 2* mobile game – Paramount,
- *Community* animated promos - Sony/NBC, and
- *Gifts and Presence* holiday promotional animation - SpiritClips/Hallmark.

Tectonic Games | Creative Director, Project Manager, Co-Founder

Directed a game development team (18 staff) including artists, programmers, web developers, audio engineers accountants and marketing team. Worked closely with the modeling team to build 3D environments, and created low poly 3D models and textures for the game *Bust-N-Rush*.

Mar. 2011 ~ Mar. 2013

E4 Software | 3D Artist

Create 2D and 3D graphics for mobile games and applications including *Critter Mash* for iPhone

June 2010 ~ Mar. 2011

Chico State Game Studios | Lead Modeler and Texture Artist

Manage a 3D modeling team of 23 artists, establish a 3D modeling pipeline, model and textured low-poly 3D characters and props for the game *40 Stories*

June 2009 ~ June 2010

California State University Chico | 3D Character Modeling | Teaching Assistant

Assisted in training 3D modelling students with developing technical skills and workflow management.

June 2009 ~ Jan. 2010

Interstellar Studios, Internship with Particle Animation Team

Animated particle effects using Maya nDynamics to build out astronomy simulations and scenes

Jan. 2009 ~ Aug. 2009

Microcomputer Resources, Inc., 3D Artist Internship

Modeled and textured low poly characters and props for the game *PWard*

Jan. 2009 ~ Aug. 2009

Education

California State University Chico | Chico, California

Bachelor of Science in Applied Computer Graphics - Minor in Studio Art and French

June 2003 ~ June 2010

Year abroad at L'Université d'Aix-Marseille | Aix-en-Provence, France

June 2005 ~ June 2006

Software Skills/Organizations

Producers Guild of America – New Media Council – Video Games & Digital Animation

May 2015~ Present

- Maya, 3ds Max, & zBrush
- Unity3D & Unreal Engine
- Jira, Basecamp, & Trello
- Adobe Photoshop, Illustrator, After Effects, Premier, Flash, Dreamweaver & Audition
- Google Apps for business
- Microsoft Office
- Wordpress & HTML/CSS

REFERENCES AVAILABLE UPON REQUEST
