

Objective Find a career where I'm challenged and valued as I continue to build and expand my skillset.

Skills

Autodesk Maya	Adobe Photoshop
Autodesk 3DS Max	Adobe Illustrator
ZBrush	Adobe Acrobat
Vray Rendering Engine	Visual Studio
Adobe Premiere	Microsoft Office
Adobe After Effects	Software Test Methodology
Adobe Encore	

Education

Oct 2004 - June 2007 -**The Art Institute of Portland** Portland Or
Bachelors of Fine Arts Degree in Game Art & Design
3D and Texture artist with a focus on Concept art.

Employment

April 2015-Current -**Freelance Artist** Portland, Or
Concept Artist, 3d Modeler, compositor, Texture artist
Work including 3D designer, Layout for print, website design and catalog work and character work.

Sep 2009-Current -**We'll Fix it in Post Productions** Vancouver, Wa
Concept Artist, 3d Modeler, compositor, Texture artist.
I have taken many roles for this independent production company ranging from writing to 3D pipeline production for award winning short films and web series.

Aug 2007-Current -**Liquid Development** Portland Or
Concept artist, matte painter, Illustrator, 3D modeler and texture artist.
Work includes both 2D and 3D artwork for a variety of clients. I do everything from Concept art to Matte Painting for backgrounds to fully realized 3D models for games.

July 2012-Dec 2013 - **Experis** Tigard, Or
Test Associate 2
Game tester for Xbox 360 and Xbox ONE consoles. I headed a team during a month of overtime as we spearheaded Killer Instinct and it's release, as well as a number of major and minor titles during my time there.

Achievements

September 2011 -**Winner Best Sci-Fi Film DragonCon 2011**
Co-Writer/Co-Director and CG Artist on an award winning short film James Vs. Reality. This film won six awards in 2011 as best comedy, best Sci-Fi film, and best short film.

April 2011 -**Presenter SIGGRAPH Event**
In April of 2011 I was asked, along with my co-writer/co-director to put on an event for SIGGRAPH here in Portland on the behind the scenes and special FX of our film.