

Education

BFA, Computer Art (2D Animation) Savannah College of Art & Design, August 2004

Professional Skills

Accomplished and motivated character designer, animator, 3D Modeler, and CAD Operator with over seven years of design & modeling experience in 2D & 3D Animation, Graphic/Game Design and Illustration.

- Very skilled in graphic design/layout and illustration using traditional and digital media.
- Experienced in next-gen game development art asset creation. This includes all aspects; concept/design, sculpting/modeling, unwrap/texturing, rigging/animating.
- Experienced in pre, during, and post production pipeline for cinematics & games, storyboarding, character/layout design.
- Proficient on PC/Mac computer software:

Adobe Photoshop (CS)	●●●●●	I am very comfortable working with the program.
Autodesk 3ds Max	●●●●○	I master the program well.
SmithMicro Manga Studio	●●●●○	I master the program well.
Spriter Pro	●●●●○	I master the program well.
Pixologic ZBrush	●●●○○	I work unimpeded in the program.
Autodesk Maya	●●●○○	I work unimpeded in the program.
ToonBoom Animate Pro	●●●○○	I work unimpeded in the program.
Cosmingo ProMotion	●●●○○	I work unimpeded in the program.
Autodesk MotionBuilder	●●○○○	I am competent in the program.
Unreal Development Kit	●●○○○	I am competent in the program.
Adobe Illustrator (CS)	●●○○○	I am competent in the program.
Adobe Flash (CS)	●●○○○	I am competent in the program.
Adobe After Effects (CS)	●●○○○	I am competent in the program.
Autodesk AutoCAD 2010	●●○○○	I am competent in the program.

Experience

I have been freelancing since 2006, working on a variety of projects including: promotional work for various Savannah, GA based bands and bars/clubs, t-shirt design/printing, user interface design, character design, modeling, texturing, and animation for UDK and mobile platforms, illustration, and other graphical/design work. I work hard to develop a wide range of skills and learn them well. Of course, one can never really peak, and so I continue to work at my craft. I am very adaptable and learn quickly. In 2012, I began working as a piping designer/modeler under the Lead Mechanical Engineer at Kuljian Inc. With my only prior experience being 3d modelling, I quickly adapted to drafting and piping design. The projects I have worked on include precision modeling piping, instrumentation, and equipment for construction of a power plant in Colorado, USA.

Honors and Awards

2001 L. Ron Hubbard's Illustrators of the Future finalist, Quarter 1 winner.

References

available upon request