**Development Experience**12/2016 - Present **Independent Contractor/Freelance**

Modular Modeler, Razor Edge Games

* Communicate with team and leads about assignments frequently
* Use concepts and general direction to bring life to 3D models
* Weekly meetings with several teams to receive feedback and group problem-solve

09/2016 - 12/2016 **Environment and Prop Artist**

Smart Assets, Final Game Production Development

* Created three-dimensional models from rough concepts for real-time
* Facilitated good practice of texture map usage to reduce draw calls
* Implemented and adjusted PBR materials and lighting for render scene

07/2016 - 09/2016 **Real Time** **Game** **Artist**

South Street, Final Game Production Development

* Worked with a team of 15 artists to develop a lively, urban, multi-cultural themed downtown night-time environment in Unreal Engine 4
* Responsible for modeling, UV mapping, lightmapping assets, as well as texturing several them from greybox through pre-alpha stage in Photoshop
* Assisted with scene dressing, world building, and lighting from greybox through pre-alpha stages

**Education**

01/2015 - 12/2016 **The Digital Animation and Visual Effects School**

|  |  |  |  |
| --- | --- | --- | --- |
| **Software Knowledge** |  | **Skills** |  |
|  |  |  |  |
| * Modo * Maya * ZBrush * Photoshop | * Substance Painter * Unity   Unreal Engine 4   * Marmoset * Premiere Pro * Perforce | * Hard Surface Modeling * Organic Modeling * Digital Sculpting * Texturing | * Implementation * Lighting * Animation |

Game Production Program