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SUMMARY

3D ARTIST, AVAILBLE FOR FREELANCE

SKILLS

APPLICATIONS

3D STUDIO MAX, MAYA, ZBRUSH, MUDBOX, PHOTOSHOP,
PAINTER, AFTER EFFECTS, UT2004 ENGINE, BODY PAINT,
CRAZY BUMP, XNORMAL.

OTHER SKILLS

CHARACTER DESIGN, TRADITIONAL AND
CONCEPTUAL ILLUSTRATION, WEB DESIGN.

EDUCATION

ART INSTITUTE OF CALIFORNIA-SAN DIEGO, BACHELORS OF SCIENCE IN
GAME ART AND DESIGN. SAN DIEGO, CA, DECEMBER 2006

WATTS ATELIER OF THE ARTS, SAN DIEGO, CA, 2005-2007

EXPERIENCE

CHARACTER ARTIST, NAUGHTY DOG, SANTA MONICA, CA
02/07-PRESENT

AUTODESK MUDBOX TUTORIAL, 2009

SHIPPED TITLES

UNCHARTED 2, AMONG THIEVES

CHARACTER ARTIST:

- CREATING COMPELLING AND BELIEVABLE
CHARACTERS FOR NEXT GEN, IN GAME, AND CINEMATIC USE.
- HIGH RESOLUTION DIGITAL SCULPTING
- TEXTURE PAINTING FOR CINEMATIC AND GAME USE.
- SHADER CREATION TO CREATE BELIEVABLE HUMANS AND CREATURES.
- MODELING WORK FOR IN GAME AND CINEMATIC USE.

UNCHARTED, DRAKES FORTUNE

FOREGROUND ARTIST:

- CREATING SHADERS AND TEXTURING COLOR, SPECULAR, NORMAL,
AND PARALAX MAPS FOR WEAPONS, VEHICLES, ANIMALS, AND MISC.
- INTERGRATING NEW TECHNIQUES AND PROGRAMS
TO HASTEN THE PIPELINE.
- UV WORK TO INSURE TEXTURE MAPS WERE CLEAN
AND NOT STRETCHING
- MODELING ON MISC ITEMS, AS WELL AS CLEAN UP MODELING TO
ENSURE BEST RESULTS ON GIVEN OBJECTS.