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Profile:

- Skilled Environmental and VFX Artist
- 4+ Years of AAA Industry Experience
- Work history with Activision, Disney, Microsoft and other leading studios
- Experienced in multi-platform optimization
- Great communicator and in responding to feedback

Technical Skills:

- Autodesk Maya and 3ds Max
 - Modeling, high and low poly creation, unwrapping, collision LOD and collision boxes.
- Photoshop/xNormal/Crazybump
 - Skilled in stylized and photorealistic texture creation, manipulation and editing.
- UDK/Laboratory/Havok
 - Set dressing, material building, VFX/Visual Scripting/Character editors (applying FX), occlusion box editing, collision manipulation.
- Skilled in the additional programs: Zbrush, SpeedTree, Marmoset

Career Experience:

Toys For Bob, Novato CA

- **VFX Artist**, October 2015 – August 2016
 - [Skylanders: Imaginators](#) - Responsible for creation and optimization of Environment and Character VFX. Additionally, aided in creation of props and environment assets.

Vicarious Visions, Menands NY

- **Environment Artist**, September 2014 – August 2015
 - [Skylanders: SuperChargers](#) – Responsible for the creation of environment assets found in every level of Superchargers. Worked closely with the cinematic team to create an enthralling visual experience. Additionally worked with the VFX team and aided in the creation of destructible assets.

Hitpoint Inc. Amherst, MA

- **3D Artist**, July 2012 - March 2014
 - [Adera](#) - Creation of lush forest environments and workshops, as well as collectible items.
 - [Fablewood](#) - Creation of numerous iso assets ranging from buildings to decorative assets.
 - [Disney Fairies Hidden Treasures](#) - Creation of various hidden objects and other props.
 - [Disney The Little Mermaid Undersea Treasures](#) - Creation of hidden objects, props and assorted mini-games.

Emergent Media Center, Burlington, VT

- **Environment Artist**, May 2010 – August 2010
 - United Nations Population Fund (UNFPA) sponsored. [Breakaway](#).

Personal Projects:

- Gemini XIII, 2012 - **Environment and Prop Artist**.
 - Space Exploration and Survival game made in Unreal.
- Duality, 2012 - **Character and Environment Artist**,
 - Explore and solve puzzles with a friend, to discover the secrets on Mars made in Unity.
- Vicissitude, 2011 - **Environment and Vehicle Artist**,
 - Pilot a hovercraft through a maze of obstacles to make it to the finish line first, in Unreal.

Education:

Bachelor's Degree in Game Art and Animation, class of 2012

Champlain College, Burlington, VT

- Studied abroad in Montreal for 1 year, working closely with industry professionals.

