



Qualification Highlights

Over 10 years of computer graphics experience, including a variety of digital mediums.

Extremely attentive to detail with strong focus on accuracy and aesthetics in all facets of design.

Quick study with the ability to rapidly integrate new programs, workflows, and job requirements while aggressively employing new concepts and methods.

Exceptional communication, administrative, multi-tasking, organizational, problem solving, and leadership skills. Thrives in both independent and collaborative work environments.

Self-motivated and enthusiastic team player. Effective at managing work situations that involve multiple, concurrent responsibilities.



Skills

Hard surface modeling
Organic modeling
Environment design
Game asset creation
Procedural shading
Texture creation
Lighting
3D scripting (MEL/Python)
3D printing

Image editing
Photography
Video design
Motion graphics design
Web design/development
Graphic design
Logo/brand development
CAD (Computer Aided Design)
American Sign Language



Experience

Eight Bit Studios August 2015 - Present

Motion Graphics Artist, Designer, Front-End Developer

Create a variety of digital media including animations, illustrations, and mockups. Additionally, develop front-end layouts, styles, and functionalities for websites.

Dichotomy Game June 2014 - June 2015

Lead Prop & Texture Artist

Create a variety of game-ready hard surface assets using a subdiv workflow. Designed a procedural texture workflow that allows for fast texture creation for all assets. Implemented modular shading systems in Unreal Engine 4 that allows for flexibility in-game. Working on VFX such as particle systems and environment effects.

RIT ACM SIGGRAPH Student Chapter (RITgraph) August 2011 - May 2015

President

Oversee all club functions and events, facilitate relations between students and industry specialists, and serve as faculty liaison. Coordinate and run numerous workshops in order to teach various design skills to club members and provide constant support to students.



Education

Rochester Institute of Technology *Rochester NY*

Graduation Date: May 2015

Degree: Bachelor of Fine Arts - Cum Laude

Major: 3D Digital Graphics