

PROFILE

I am an experienced Digital Artist with 15 years in the games industry. Skilled in a variety of styles with extreme attention to detail. Experienced in Roto/Paint, Compositing, 3D Modeling, and Texturing, Lighting, Set Dressing.

My background as a traditionally trained artist includes oil painting, drawing, and monotype prints. My work has been featured in galleries in San Francisco and New York.

QUALITIES

Traditional art background translates to an exceptional eye for composition.

Strong work ethic, flexibility & ability to manage multiple priorities under tight deadlines.

EDUCATION

BFA

Animation & Visual Effects
Academy of Art University
2005 - 2008

BFA

Painting
University of San Francisco
Academy of Art University
1995 - 2000

References Upon Request

EXPERIENCE

Electronic Arts - Maxis 2016 to present
Environment Artist The Sims 4

- Created levels to visual target with proprietary level editor in a fast-paced production schedule.
- Terrain sculpting, set-dressing, lighting all within tight performance parameters.
- Modeled and textured set dressing to match franchise visual style.
- Created concepts for level design.
- Worked closely with engineers to troubleshoot technical issues related to new features.

Telltale Games 2015
Environment Artist Minecraft: Story Mode

- Modeled, textured, and lit unique environments from concept to final polish.
- Environments were created using strict Minecraft standards and rules.
- Interior, exterior, architectural, and organic environments

Toys For Bob 2005 - 2011
Environment Artist

Titles: Skylanders: Spyro's Adventure, Madagascar II, Tony Hawk Downhill Jam

- Created organic assets and props.
- Assisted in creating the overall texture stylization during pre-production of Skylanders: Spyro's Adventure.