

GAME DEVELOPMENT PROJECTS

The Gordie Foundation iPhone Application (TBA) (2010)

- Responsible for design and layout of user interface
- Communicate with programmers on functionality of UI

Dreamfly Productions, Inc.

Minuteman (Film/Game Project)(In-Production) 2009

- Worked as modeler for main characters in *Minuteman*: a sci-fi thriller that cuts between real world and a video-game world
- Modeled a variety of interchangeable military accessories for main characters

Bionic Buddha Entertainment

2009

Cosmonuts iPhone (TBA December)

- Created environmental assets and character models
- Managed and edited company web space (www.bionicbuddhastudio.com)
- Assisted in organization and decision making on projects

The Guildhall at SMU

2009

Braveheart: Primae Noctis (Paramount IP)-(17 person team, 16 weeks)

- Created and textured environmental assets and created five character models
- Managed art package for art pipeline in Unreal Tournament III engine
- Communicated with other specializations to address needs
- Served as art lead responsible for organization and delegation of tasks using SCRUM and Microsoft Excel

The Guildhall at SMU

2009

Run – (9 person team, 8 weeks)

- Worked as environmental artist to create and texture assets for space ship laboratory, hallways, and technology hubs in game
- Maintained accurate hourly counts for SCRUM and communicated with team at weekly meetings about upcoming tasks, challenges and accomplishments

The Guildhall at SMU

2008

Cosmonuts (2D)-(3 person team, 8 weeks)

- Worked as game artist responsible for all design and art decisions related to HUD, menus, marketing materials, assets, and characters
- Created five character concepts, and tileable assets, animations and backgrounds (approximately 30 environmental assets)
- Tested art assets inside Torque 2D engine to ensure quality and accuracy of animations

RELATED PROJECTS

Master of Interactive Technology Thesis-The Guildhall at SMU 2009

Gender Neutrality in Video Games: An Emphasis on Art Style

- A study on the effects of gender neutral or gender- biased art styles within games on men and women (includes thesis and field work)

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Directed Focus Study –The Guildhall at SMU 2009

- Created Sci-Fi Environmental scene concentrating on lighting effects

Directed Focus Study –The Guildhall at SMU 2009

- Studied plant life and efficient ways of modeling and texturing inside 3DS Max

EDUCATION

Southern Methodist University 2009

Master of Interactive Technology

Emphasis: Art Creation

Thesis: Gender Neutrality in Video Games: An Emphasis on Art Style

Grand Poobah Award: Leadership as art lead on *Primae Noctis* (2009)

GPA 3.68

University of Missouri-Kansas City 2007

Bachelor of Arts in Studio Art

Departmental Honors

University of Missouri-Kansas City 2007

Bachelor of Arts in English

Emphasis in Creative Writing

UMKC CUM GPA: 3.57

RELATED SKILLS AND SOFTWARE

- Modeled multiple assets and characters using packages such as: 3D Studio Max, Mudbox 2009, Maya 2009 and ZBrush
- Created orthographic concepts for character models
- Utilized Adobe Photoshop CS3 for an array of game development tasks such as: creating tileable textures, texture maps for assets and characters and creating marketing material for game projects
- Familiarity with Unreal Tournament III editor, Torque 2D editor, and Unity 3D editor
- Basic web design knowledge using HTML, CSS and JavaScript
- Strong verbal communication and writing skills

PAST EMPLOYMENT

AL&L Services/BP Amoco 2005-2009

Graphic Design

- Created signage and some marketing materials using Adobe Photoshop CS2 to accent visual appeal of store front
- Responsible for matching signage to pre-existing corporate marketing materials