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Profile An artist and designer who strives to use his passion for the game industry to be an active contributor to a team. By using his creativity, knowledge, abilities, skills and personal characteristics to produce the highest quality art for the success of a game studio.

- Qualifications**
- Coin App, LLC**, www.coinapp.com
Phoenix, Arizona
Lead Artist / Graphic Designer
September 2008– Present
- **Max Blastronaut (Platform TBA)**
 - Responsible for Character Modeling and Texturing
- 2XL Games, Inc.**, www.2xlgames.com
Phoenix, Arizona
Artist,
January 2007 – September 2008
- **Baja, Edge of Control (Xbox 360 and PS3)**
 - Responsible for World Object Creation, Modeling / Texturing / Collision Setup
 - Created Vehicle Art, Modeling / Texturing / Technical Setup
 - Outsource Model Preparation, Cleanup / Optimization
 - Responsible for Trackside Objects, Modeling / Texturing / Physics Setup / Placement
 - Working Knowledge of Next-gen HLSL Pipeline
 - Involved with Real World R&D
 - Team and Personal Scheduling & Time Management
- Ace Two, LLC**, www.greetingbee.com
Phoenix, Arizona
Contract Artist,
March 2008 – Present
- Designed greeting cards in varying styles
- The Art Institutes**, www.shankethegame.com
Phoenix, Arizona
Artist,
March 2007 – June 2007
- **Shanke (PC)**
 - Responsible for Character Modeling
 - World Creation, Modeling / Texturing
 - UI Design
 - Created Website & Promotional Displays
 - Shanke is used to promote The Art Institutes at events such as SIGGRAPH, Comic-Con, and Game Developers Conference
- The Art Institute of Phoenix**
Phoenix, Arizona
Student Affairs / Career Services Design Coordinator,
September 2004 – February 2006
- Designed internal and external marketing materials including brochures, posters, fliers, logos, and invitations
 - Coordinated planning, setup, and execution of student development activities
 - Served as Student Resident Advisor for housing program, plan activities, execute and provide wellness checks

Qualifications (continued)	Freelance Graphic Artist, September 2004 – December 2006 <ul style="list-style-type: none"> • Developed and design graphic elements for the American Medical Association medical software applications, Chicago, Illinois • Developed logos for the Town of Brookhaven, New York • Created Athletic Logo for the Longwood School District, New York
Education	The Art Institute of Phoenix, Phoenix, Arizona <i>Bachelor of Arts in Game Art & Design</i> , September 2007
Software Knowledge	3DS Max, Maya, Cinema 4d, Photoshop, Illustrator, Mudbox, After Effects, Flash, Dreamweaver, Mudbox, Unreal Ed., Microsoft Office
Affiliations	Game Developers Conference 2005, 2006 & 2007 <ul style="list-style-type: none"> • Conference Associate, 2006 IGDA – International Game Developer’s Association, Phoenix Chapter SGDA – Student Game Developer’s Association (Student Organization) Presidents Club - The Art Institute of Phoenix
Achievements	Eagle Scout - Boy Scouts of America Student Choice Best Portfolio Fall Graduation 2007 Deans List and Honor Roll Student Success & Leadership Award 2005 & 2006 Leadership as an Art Award
References	<ul style="list-style-type: none"> • Available upon request