
SUMMARY

Ambitious character animator with an eye for bringing dynamic personalities and flair that enhance the gaming experience. Thrives on pushing animations to the peak of their potential, from body structure to behavior. Skilled in both keyframe and motion capture animation. Works well in both collaborative and individual environments.

TECHNICAL EXPERIENCE

Advanced	Familiar
Autodesk Maya	Radiant engine
Perforce	Unreal Engine 4
JIRA	UDK 3
Simplygon	Unity
Vicon Blade	ZBrush
Autodesk Mudbox	Autodesk MotionBuilder
Marvelous Designer	Crazybump
Adobe Photoshop	xNormal
Microsoft Office Suite	

SKILLS

- Incredible organizational skills, intelligent and motivated, easily trained/quick learner
 - Familiar with game design pipeline from concept to completion
 - Able to work under harsh deadlines, prioritizes clear communication among team
 - Ready to learn from colleagues and mentors, receives critique well
 - Background in fine arts, frequently works with digital art on character, environment, and prop concepts
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EXPERIENCE

Call of Duty: Black Ops 3 | August 2015 – October 2015

Art Intern | Mercenary Technology

- Downscaled character models and weapons for last-gen consoles. Reduced polycount and concatenated materials, tested in engine. Gained experience using Perforce and JIRA to communicate with others in-house and in outside studios.

Puppet Quest | April 2015 – June 2015

Animation Intern | Flatter than Earth

- Produced storyboards and keyframe animations for two main characters. Worked closely with a small team to learn more about working within Unity.

Kill la Kill: Don't Lose Your Way! (Student Project) | July 2014

Art Lead | School Project

- Created all character art assets and character animations in group project (3 people). Animations included an idle, walk, run and attack. Assets were created in Photoshop CS5, styled in 16-bit format.
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EDUCATION

Ex'pression College | May 2015

Bachelor of Applied Science, Game Art & Design