

OBJECTIVE

Seeking a creative and technically challenging position with an emphasis on camera layout and design.

SKILLS

- Maya / 3DS Max
 - Model, texture and animate 3D objects
 - General MEL scripting
- Photoshop
- After Effects/Premiere Editing Software
- Gamebryo
- Storyboarding/Concept
- Wwise Sound Engine
- HTML
- Storyboarding

EXPERIENCE

Cinematics Artist / Designer, Namco Bandai Games America, Carlsbad, CA 3/2009 – 11/2010

- **Splatterhouse** (Xbox360/PS3) Credited as Cinematics Lead for in-game cutscenes.
- Oversaw scenes through pipeline, implementing final scenes in engine using design tools.
- Created storyboards, animatics, 3D Layout files with animated cameras and rough previs models.
- Worked closely with Art Directors, artists, animators, designers and engineers on a daily basis; both in-house and remote teams.
- Provided additional lighting and design (misc messaging, triggering, streaming) support.

Cinematics Artist / Designer, BottleRocket Entertainment, Carlsbad, CA 11/2007 – 2/2009

- Worked closely with engineers and tech artists to establish a system for in-game cutscenes for use in **Splatterhouse** and **The Flash** (Xbox 360/PS3 – canceled).

Level Artist, BottleRocket Entertainment, Carlsbad, CA 9/2005 – 11/2007

- **300** (PSP) Remotely assisted external studio in vertex lighting of levels and responsible for daily synchronization and distribution of assets to artists/animators.
- **Xiaolin Showdown** (PS2, Xbox, PSP) Modeled, textured and vertex lit levels in Maya

Design Intern (Graphic Arts), ARUSH Entertainment, Scottsdale, AZ 1/2005 – 8/2005

- Wrote documents and edited video clips for executive level review.
- Assisted with in-store promotions, managed various assets for E3 and game related websites.

Computer Tech/eCommerce Manager, Donson Supply, Inc., Plymouth, MI 5/2000 – 5/2005

- Maintained a Miva Merchant based eCommerce site using HTML and Dreamweaver.

EDUCATION

GPA: 3.79 / 4 (overall) **Bachelor of Science, Computer Science, Cum Laude**, 2002
Wayne State University, Detroit, MI.

Bachelor of Fine Arts, Interdisciplinary Electronic Art, Magna Cum Laude, 2002
Wayne State University, Detroit, MI.

GPA: 3.8 / 4 **Bachelor of Arts, Game Art and Design, Distinguished Honors**, 2005
The Art Institute of Phoenix, June 2005, Phoenix, AZ.