

Statement

Environment artist with 2 years professional experience creating high quality game assets, materials, and lighting.

<u>Skills</u>	<u>Content Creation Tools</u>	<u>Game Engines</u>
⤴ Modeling – low and high polygon	⤴ 3D Studio Max	⤴ Unreal Development Kit
⤴ Texturing and Unwrapping	⤴ Maya	⤴ Unity 3d
⤴ Material Creation	⤴ Photoshop	⤴ Marmoset Toolbag
⤴ Lighting	⤴ Zbrush	
	⤴ nDo2	
	⤴ xNormal	
	⤴ Tortoise-SVN	

Work Experience

INSTITUTE FOR CREATIVE TECHNOLOGIES (USC) - LOS ANGELES, CA

Level Design/Environment Artist - May 2010 – Current

- Lead environment artist for the Virtual Patient Project
- Level design, lighting, and materials within Unity 3d
- Created advanced character skin shader for use within Unity 3d
- Created complete Front-End User Interface for the Virtual Patient Project
- Created Kinect User Interface for the Virtual Patient Project

THE BONTON CORPERATION (YOUNKERS) - GRANDVILLE, MI

Fragrance Sales - September 2008 - April 2010

SEARS, ROEBUCK & CO. - GRANDVILLE, MI

Electronic Sales - February 2007- August 2008

Cashier - December 2006 - February 2007

Education

Ferris State University - Grand Rapids, Michigan

Bachelor of Applied Science in Digital Animation and Game Design

References

PATRICK KENNY -VIRTUAL PATIENT LAB DIRECTOR – KENNY@ICT.USC.EDU

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ANDREW SMITH - ARTBYSMITTY@GMAIL.COM