

PROFILE

Ambitious, dedicated, and visionary professional with strong background in merging technical proficiency with artistic vision to redefine visual narratives in game development. Expertise in sculpting, texturing, and animating within industry-standard software, ensuring the creation of immersive and captivating gaming environments. Demonstrated proven track record of collaborative success, seamlessly integrating feedback and contributing to cohesive team efforts. Poised to excel as a 3D Artist.

AREAS OF EXPERTISE

- Photo-realistic Scene Creation
- Asset Creation
- Unreal Editor/Engine
- UV Creation
- Material Creation
- Adobe Photoshop
- Substance Designer
- Hard Surface Modeling
- Memory Management
- Maya
- Zbrush
- Photoshop
- Adobe Premiere

EDUCATION

Bachelor of Fine Arts- Game Art
Art Institute of Colorado | Rocky Mountain College of Art & Design

EXPERIENCE HIGHLIGHTS

Student Bachelor of Fine Arts- Game Art, June 2016 – August 2020
Art Institute of Colorado | Rocky Mountain College of Art & Design

Cultivated advanced proficiency in digital art techniques and software applications through immersive coursework and hands-on projects. Engaged in interdisciplinary studies, integrating principles of design, storytelling, and technology to develop compelling visual narratives in game development contexts.

- Demonstrated adeptness in conceptualizing and creating engaging game art assets, contributing to diverse team projects and collaborations.
- Received accolades for outstanding performance and dedication, showcasing a commitment to excellence in game artistry.

Lead Creative for GDDs, June 2016 – August 2020

Spearheaded multiple GDD projects, orchestrating the development of 3D assets and refining project timelines. Crafted captivating title cards and streamlined content presentation, ensuring cohesive and engaging team deliverables. Leveraged expertise in gamification to invigorate pitches, infusing them with excitement and strategic insight for maximum impact.

- Received special recognition from professors for dedicated work.

Camp Counselor at a Gaming-Focused Camp, July 2017 – July 2017
Beber Camp Wisconsin

Guided campers in development of GDDs, fostering understanding of creative process behind favorite games. Curated tailored activities drawing from my expertise in relevant games, enhancing camper engagement and enjoyment.

- Facilitated transformation of camper ideas from written form to dynamic presentations, bridging gap between thought and expression.

VOLUNTEER EXPERIENCE

The Keg Steakhouse + Bar

Rocky Mountain Ramen

AWARDS

- Two-Time Dean's List Recipient
Maintained above 3.5 GPA for consecutive semesters
- President's List Recipient
Achieved above a 4.0 GPA for the entirety of the semester