



## Skills

Skilled in a variety of production softwares including:

- Maya
- ZBrush
- 3dsMax
- UnrealED
- Blender
- Rhinoceros
- Photoshop
- Illustrator
- Dreamweaver
- Flash
- After Effects
- Many More...

3D modeling skills include:

- Generating low poly assets for use in games
- Converting detailed meshes to low poly with accurate normals
- Efficient UVW unwrapping and texture painting
- Optimizing topology for rigging and exporting

## Education

Art Institute of Seattle, WA

*Graduated June 2010*

- Graduated with BFA in Media Arts and Animation.
- Awarded \$20,000 portfolio-based scholarship.
- Listed on student honor roll

Green River Community College

*Graduated in July 2007 (Running Start Prgm)*

- Featured in the "Peas and Carrots" student art exhibit.
- Listed on student honor roll

Kentridge High School

*Graduated in July 2007*

- Awards for recognition in art
- Listed on student honor roll

## Work History

Scholdt Jewelers

Feb 2011 - Jan 2012

*Independent Contractor*

- Prepping 3D assets for render
- Generating shaders and creating high quality renders

Weatherhead Design

Nov 2010 - Feb 2012

*Independent Contractor*

- Photoshop image manipulation
- Flash animations

Market Street Games

Mar 2010 - Aug 2010

*Intern*

- Low poly asset modeler
- Texture artist

