

Qualifications:

- 10 years experience in video game industry, with prior career in architecture
- Experienced lead artist with strong ability to communicate with engineering, tech-art, and design
- Skilled teacher and mentor; responsible for training incoming artists on game-art creation, pipeline implementation, and technical issues
- Trained outsource companies on style and techniques to insure consistent game art (including international travel for on-site training of artists)
- Resolved, documented, and updated artists on pipeline changes and development techniques
- Strong cross-discipline skills and ability to adapt to individual personalities and styles

Skills:

Environment Modeling

- Design/Modeling of a variety of interior and exterior levels ranging from realistic to highly stylized
- Strong understanding of layout and spacial design
- Comprehensive knowledge of game specific technical issues and pipeline development
- Familiar with issues related to:
 - polygon/texture budgeting
 - efficient and versatile UV mapping
 - modeling for game performance, culling, and texture optimization
 - lighting techniques including multiple dynamic lighting rigs, baked light maps, environment maps, and vertex lighting
 - multiple forms of embedding complex game data

Character Modeling

- Extensive experience modeling high and low polygon character models for both in-game and pre-rendered cinematics
- Strong understanding of anatomy, proportions, and human motion
- Comprehensive knowledge of game related issues including: skinning, character deformation, use of multiple models on a single skeleton, bone weight limitations, Multiple LOD's, facial animation, and models designed to morph during game play

Texture Artist

- Strong technical and artistic skills in creation of high and low bit-depth texture
- Ability to create realistic and stylized textures by hand and from photo reference
- Understanding of texturing that takes advantage of vertex and in-game lighting, pallet manipulation, reflections, opacity, bump mapping, and MIP Maps

Programming / Scripting

- Strong Understanding of CG related programming and tool development
- Experience with core level graphics programming in C, C++, and C#, as well as development of program specific scripts for Maya, 3D Studio Max, and Photoshop

Electronic Arts (Redwood Shores, CA) Lead Environment Artist (2006 – present)

- **Unannounced Title (Wii):** Staffing, training, game prototyping, pipeline development
- **MySims Kingdoms (Wii) 2008:** Training, game prototyping, pipeline development, modeling
- **MySims (Wii / PC) 2007:** Level design, modeling, texturing, and new pipeline development

Freelance Computer Graphics and Design (while in graduate school) (2003 – 2006)

- **Veotu** Animated Graphic interface for multimedia DVD's
- **415 Games** 2D graphics for emerging cell-phone game company

Page 44 Studio (San Francisco, CA) Lead Character Artist (2001 – 2003)

- **Gretzky NHL 2005 (PS2)** Character Modeling and texturing
- **EA Big: Freekstyle (PS2)** Character Modeling and Level Design / Modeling
- **Miscellaneous project proposals:** 3D modeling and video presentations

Electronic Arts (Redwood Shores, CA) 3D Modeler / Animator (1998 – 2001)

- **Strike Franchise (PS2):** Storyboards and concept art
- **Knockout Kings 2001 (PS2):** Facial damage models/textures for 25 boxers
- **Knockout Kings 2001 (PSX):** Venue design, modeling, and texturing
- **Knockout Kings 2000 (PSX):** In-game cinematic modeling, texturing, animating, video editing
- **March Madness 1999 (PSX):** Venue design, modeling, and texturing
- **NCAA Football 1999 (PSX):** Design and production of front-end graphics
- **Miscellaneous:** Internal team web design, training of other company artists in 3D software and techniques, Mentor for 'EA Academy' and part of college recruitment team

Fine Art

I have an MFA in photography with a minor in painting and have taught both traditional and computer art courses at university level. I am an experienced artist in the mediums of photography, painting (both traditional and digital), drawing, metal smithing, illustration, and web design.

Architecture

Prior to working in the video game industry I worked as an architect for 8 years. I was a Project Architect for NBBJ in Seattle and San Francisco as well as other smaller firms. My architectural background includes private, civic, military, and retail design work. Projects of note include Everett Washington Naval Base and the Seattle Supersonics' Key Arena.

Education:

New Mexico State University, Master of Fine Arts (2006)

University of California at Berkeley Bachelor of Arts in Architecture (1992)

Otis/Parsons School of Design Foundations Program (summer 1985)