

## Qualifications:

- 13 Years experience in video game industry, with prior career in architecture
- Strong cross-discipline skills
- Experienced lead artist able to communicate effectively with engineering, tech-art, design, and production
- Design and documentation of complex development techniques and pipelines
- Skilled teacher and mentor; responsible for training team artists, outsource teams, and clients on content creation and pipeline implementation (including international travel for on-site training)
- Able to foresee technical and scheduling issues and develop solutions/alternatives prior to implementation

## Skills:

### Environment Modeling

- Design/Modeling of a variety of interior and exterior levels ranging from realistic to highly stylized
- Strong architectural 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 dynamic rigs, environment maps, baked lighting, and vertex lighting
  - multiple forms of embedding complex game data including node based level interactivity

### Character Modeling

- Experience modeling high and low polygon characters using “Next-Gen” techniques
- Strong understanding of anatomy, proportions, and human motion
- Comprehensive knowledge of game-related issues including: topology for character deformation, multiple LOD's, and character variation through a single model

### Texture Artist

- Strong technical and artistic skills in the creation of high and low resolution textures
- Ability to create realistic and stylized textures by hand and from photo reference
- Understanding of texturing techniques including shader based systems, vertex shading, use of layered diffuse maps, normal maps, specular maps, etc. and MIP map optimization

### 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

## 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.

## Fine Art

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

**Total Immersion Software, Inc. (Alameda, CA) Principal Artist (2009 – Present)**

Work involving the creation of immersive environments and character art for real world simulations and training software. Clients included Military, Government, and “First Responders” with projects ranging from ground/air combat simulation to highly specific cultural, language, and medical training.

Duties included creating detailed, highly accurate environments, several of which required travel for site surveying or working from architectural blueprints and satellite imagery. In addition, I created high fidelity character models for use with sophisticated facial animation blending systems. Projects ranged from work done independently to more complex simulations where I coordinated work of other artist, simulation designers, and engineering.

**Projects of note:**

- **High Altitude Trainer:** Interactive medical training/testing simulation for military medics
- **PTSD Sim:** Interactive avatar based software to increase awareness of Post Traumatic Stress Syndrome
- **Miami-Dade Correctional Facility:** Accurate recreation of jail interior for evacuation and cell search training
- **Future Immersive Training Environment:** Avatar based language/culture training for US military
- **Miami Port:** Recreation of port harbor for terrorist attack simulation
- **Olympic Village:** Accurate creation of 2010 Winter Olympics athlete housing for terrorist attack simulation
- **HAVE Ace:** Interior/Exterior recreation of real world Military MOUT site for Special Forces training rehearsal
- **Assadabad Afghanistan:** Simulation of F.O.B. and Afghan village for advanced Military training

**Electronic Arts (Redwood Shores, CA) Lead Environment Artist (2006 – 2009)**

- **MySims Agents (Wii) 2009:** 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: Freestyle (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, animation, video editing
- **March Madness 1999 (PSX):** Venue design, modeling and texturing
- **NCAA Football 1999 (PSX):** Design and production of front-end graphics

**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)