



## SHIPPED GAMES

- Halo 5: Guardians
- NBA Live 14

## SOFTWARE

- Maya
- Adobe Creative Suite
- Houdini
- ZBrush
- MotionBuilder

## PROGRAMMING

### Languages

- Python
- C#
- XML
- Lua
- PHP
- JavaScript
- UnrealScript
- HTML
- CSS
- MEL
- ActionScript 3.0
- Java
- HLSL

## EDUCATION

### MS in Interactive Entertainment

- Florida Interactive Entertainment Academy, Dec. 2013

### BFA in Digital Media

- University of Florida, Dec. 2010

## EXPERIENCE

### Technical Environment Artist - 343 Industries

- Coordinated and performed technical art tasks for several campaign missions and multiplayer maps in Halo 5: Guardians for Xbox One
- Set up, modified, and maintained streaming logic and execution
- Worked with multiple Maya-based and in-engine systems to control and optimize culling
- Ensured that art assets allowed the levels to meet performance expectations and memory requirements
- Assisted artists with various tasks such as LODs, materials, optimizing geometry, and technical support

December 2017 - Present  
(Full time)

December 2016 - December 2017  
(Contractor - Aquent)

August 2014 - December 2015  
(Contractor - MAQ Software)

### Technical Artist Intern - Electronic Arts Tiburon

- Performed the following tasks for NBA Live 14 for Xbox One and PS4
- Fixed alpha bugs and tuned character uniforms for majority of teams using a proprietary tool along with Maya, Photoshop, and Illustrator
- Pushed uniform corrections to build to ensure true-to-life realism
- Programmed C#-based character validation system for proprietary relational database
- Designed and scripted C#-based inheritance workflow and graphical user interface (GUI) for proprietary relational database

September 2013 - December 2013

### Lead Tech Artist on Capstone Game - Grapple

- Created particles and effects using UDK's Cascade editor
- Created shaders using UDK's Material Editor
- Helped polish and implement game's buildings into UDK
- Developed, programmed, and integrated level of detail system for game's particles using UnrealScript
- Designed HUD and GUI elements

March 2013 - August 2013

### Lead Artist on Capstone Game - Grapple

- Led and managed team of six artists (full team: 20 members)
- Worked with other leads to provide communication between workstreams
- Helped in decision-making process during pre-production
- Modeled modular environment pieces
- Modeled, rigged, and animated game's large, mechanical boss enemy
- Rigged and polished animations on game's basic enemy
- Wrote Python scripts to speed up team members' workflow
- Wrote Python script in Maya to help level designers generate ropes and flags placed in the game via UDK

December 2012 - February 2013

### Personal Projects

- Became proficient in JavaScript and C# while making games in Unity
- Designed and programmed the WiiMersion Project, a series of augmented reality projects and installations using Nintendo's Wii Remote (Plus) and Balance Board controllers
- Designed and programmed Kinect This!, a collection of minigames utilizing the features of Microsoft's Kinect
- Ongoing design and development of personal website using HTML, CSS, JavaScript, PHP, and SQL

2008 - Present