

## OBJECTIVE

To obtain a 3D artist position, to utilize and develop my current hard surface modeling and environment design skills in a professional environment.

## EDUCATION

University of Wisconsin – Stout, Wisconsin's Polytechnic University, Menomonie, WI

Major: **Game Design and Development - Art**

Minor: **Computer Science**

Degree: **Bachelor of Fine Arts**, August 2017

## HONORS

- Founding Member of Sigma Alpha Epsilon chapter at UW-Stout Fall 2012 – Current
- Organized Charity Gaming Tournament raising \$300 for Children's Miracle Network Spring 2015
- Officer for the Men's Soccer Club at UW-Stout Spring 2011-Fall 2013

## SOFTWARE

Maya 2016, zBrush 4r7, Unity 5, Adobe: Photoshop, Illustrator, InDesign; Microsoft Visual Studio: C#; Quixel Suite: nDo; xNormal,

## EXPERIENCE

### **Game Developer** Maya, Unity & Photoshop

- Developed 2D and 3D video games with small groups of students for various classes
- Participated in multiple 48 hour game development competitions
- Programmed and developed art for solo project
- Self taught and motivated modifier of Source (TF2) and Starcraft 2 engine

### **3D Modeler/Animator** Maya, zBrush & Photoshop

- Modeled and Animated various environments and characters throughout class progression
- Modeled, Rigged and Animated character from Pre-K's concept
- Created Environment for Jim Henson Company Digital Puppetry pitch
- Created props for educational Lewis and Clark video game
- Animated characters for science fiction capstone game
- Modeled and Textured Harvey Hall for 3D installation