

## Experience:

### Freelance Artist

August 2011 - Present

**Crankgames:** Currently responsible for game art and helping to brainstorm ideas.

**Iron Crescendo:** Created the website design / simple functional layout. Also, modified the forum's color-scheme and appearance.

### Artist at Budcat Creations, LLC

May 2010 - January 2011

Responsible for designing, creating, and implementing art assets that adhered to the technical requirements of the gaming system, and the chosen art style. Also helped in brainstorming new game ideas. Helped, where I could, to teach other artists new techniques for art creation.

### Quality Assurance at Budcat Creations, LLC

November 2008 - August 2010

Responsible for insuring the stability and functionality of the games the studio developed. Also helped with art where-ever an opportunity to do so arose.

### Intern at ETC - Carnegie Mellon University

Spring Semesters of 2007 and 2008

Responsible for assisting students with creating art for projects, and for tutoring students in techniques for creating art assets with a CG platform. Assisted faculty with projects, and departmental decorations. I was also part of a group that acquired semi-finalist recognition for our entry with Disney's ImagiNations Contest, in 2008.

### - Game Titles -

#### - Art -

Haunted Meltdown (Android, PC)  
Top Shot Arcade (Wii)

#### - Additional Art -

Our House Party (Wii)

#### - Quality Assurance -

Guitar Hero: Metallica (Wii, PS2)  
Our House Party (Wii)  
Guitar Hero 5 (PS2)  
Band Hero (PS2)  
Pix Maze (iPhone)

## Education:

Bachelor of Science - Media Arts And Animation 2004 - 2007  
The Art Institute of Pittsburgh, Pittsburgh, PA

Studied - Computer Engineering 2001 - 2003  
University of Pittsburgh, Pittsburgh, PA

## Skills:

3D Studio Max  
Autodesk Mudbox  
Unity 3D  
Unreal 3 Engine  
Adobe Photoshop  
Adobe Illustrator

V Ray  
Adobe After Effects  
Mental Ray  
Adobe Premiere Pro  
Microsoft Office  
Apple Shake

Dreamweaver  
Maya  
Flash  
Backburner  
HTML  
C++  
Visual Basic

## Contact:

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