

## Software

Proficient with Zbrush, Modo, Maya, Substance Painter, Marvelous Designer, Photoshop, Unreal 4, Unity

## Skills

- Organic and hard surface modeling and sculpting
- High-poly and low-poly modeling and optimization
- Procedural and hand-painted texture creation
- Node-based shader and post process creation
- Import/export for various game engines (Unreal, Unity, proprietary in-house tools)
- Asset management and source control (Perforce, Plastic SCM, Shotgun)
- Extensive experience with player customization systems including MMOs and multiplayer shooters
- In-depth knowledge of both stylized and PBR shading techniques and shader creation

## Experience

### WONDERSTORM - 2021-PRESENT

Senior Character Artist - The Dragon Prince

Responsibilities:

- Create game-ready assets based on characters from the Dragon Prince show on Netflix, as well as create new characters specifically for the game
- Advise the concept, gameplay design, and other departments on needs for customizable character creation
- Create and implement stylized character shaders in Unreal Engine 4
- Work with tech art to design solutions for technical and artistic problems with converting TV show assets for game-ready presentation
- Provide feedback and advice on outsourced assets
- Develop documentation and workflow to streamline character creation and implementation
- Work with art directors and stakeholders to ensure game design needs align with story and presentation goals present in the Dragon Prince show

### MAGNOPUS - 2019-2021

Lead Character Artist – Expo Dubai Xplorer

Responsibilities:

- Lead the company's first dedicated character team in producing artwork for internally developed apps and games for external clients
- Develop art style and technical pipelines for character art appropriate for multi-platform use
- Build base meshes for use by all on-site, remote, and outsourced character assets
- Review, provide feedback on, and implement outsourced assets in Unity
- Build shaders and work with tech art team to implement high-performance shaders on low-end hardware and VR systems
- Manage Jira, Confluence, and Shotgun tasks for myself and the character team while working directly with project management team
- Work with animation and rigging team to develop tight guidelines for character topology, UVs, and blendshapes

## **INSOMNIAC GAMES – 2015-2019**

Character Artist – Marvel’s Spider-Man

Responsibilities:

- Design and create cutting edge 3D characters for Marvel’s Spider-Man for the PlayStation 4
- Work closely with riggers, shader artists, and programmers to produce cinematic-quality art
- Clean and characterize scans of actors for performance captured characters
- Make new interpretations of classic suits, characters, and villains from classic Spider-Man media

Lead Character Artist – Ratchet and Clank: Rift Apart

Responsibilities:

- Lead a small, agile character team while working directly with rigging, design, gameplay, and other departments
- Develop and implement art style and technical guidelines for character and environment teams focusing on next-generation hardware
- Supervise art outsourcing, feedback, and implementation
- Build schedules and assign tasks using Confluence and Jira alongside project management team
- Update and refine existing assets from previous Ratchet and Clank titles to fit new specs and art direction guidelines

## **FACEPUNCH STUDIOS – 2014-2015 [FULLTIME OFFSITE]**

Character Artist – Rust, Deuce

## **INSOMNIAC GAMES – 2014 [FREELANCE]**

Freelance 3D Character Artist – Ratchet and Clank

## **CRYPTIC STUDIOS – 2012-2013**

Associate Character Artist – Champions Online, Neverwinter

## **S2 GAMES - 2011-2012**

3D Artist – Heroes of Newerth, Strife