

## EXPERIENCE

### 2014 **Firebrain: Design and Illustration Generalist**

- Designed websites, catalogs, posters, flyers, etc for clients
- Performed website "maintenance" for client requested changes
- Maintained various online stores

### 2014 **Theory Form: UI Artist/Designer**

- Led UI direction development
- Created UI assets/illustrations for runtime

### 2013 - 2014 **Freelance**

- Developed mobile games in Unity (art/design/UI/c# scripting)
- Worked as contract producer for SpinPunch's War Star Empire (Facebook RTS)
- Developed art for Make Games With Us
- Illustrated/designed for enterprise web apps

### 2010-2013 **Reactor Zero: Lead Designer . Scripter . Artist**

- Led functional design documentation/decisions for projects
- Designed UX/UI for in-house and customer facing toolsets
- Created runtime UIs w/ javascript, CSS3, and HTML5 -- (CEF)
- Modeled 3D art assets (weapons, buildings, props)
- Authored 3D levels (world building/scripting/ai)
- Animated human characters for games and promo videos
- Demoed to and trained clients for products -- clients including groups such as the Secret Service and U.S. Special Forces.

### Sum 2008 **Reactor Zero: Intern . Designer . Scripter . Artist**

- & 09 ▪ Created runtime icon art assets
- Created concept/pitch art
- Scripted extensively in Angel Script
- Developed art direction for hand held system targeted game
- Documented game design for various pitches
- Modeled environments in Maya
- Assisted lead designer in designing tools and systems for in house development

### 2008 **Freelance**

- Created digital matte paintings for film

### 2001-2003 **Outrage Games (a division of THQ): Game Designer . Generalist**

- Wrote detailed design documents during development phases
- Designed levels from written form to playable finish
- Scripted levels and boss battles via in house visual scripting system
- Modeled levels using Maya
- Animated minor props
- Headed the initial design of the combat system in Alter Echo (PS2/Xbox title)
- Trained others in use of the scripting system
- Worked with a team of designers assisting the writer in crafting the story for "Alter Echo"
- Survived some nasty crunch periods!

## OBJECTIVE

To work as a creative developer, leveraging my varied skill-sets to author content that will be engaging, memorable, and allow audiences to enjoy unique and cherished experiences.

## PROFICIENCIES

- Photoshop
- Illustrator
- InDesign
- After Effects
- C#
- Unity
- Communication
- Creative Writing
- Flash / AS 3.0
- Maya
- ZBrush
- Javascript
- CSS3/HTML5
- UDK
- WPF/Expression Blend
- Caffeine Consumption

## EDUCATION

### **Columbus College of Art & Design: 2010**

- BFA in Illustration
- Minors in Time Based Media and Writing

## REFERENCES

Available upon request.