



Skills/ Software

3D modeling and texturing, rigging, graphic design, and educated in 2D and 3D animation.

- Pixologic - ZBrush
- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Marvelous Designer
- Substance Painter
- XNormal

Game Engine and Pipeline

- Ubisoft Anvil
- Perforce
- EA Ignite
- EA Tech GameChanger

Work Experience

- Rockstar Games** - Senior Character Artist - Toronto, ON 2021
Pending title - TBA
- Rockstar Games** - Character Artist - Toronto, ON 2018-2021
Shipped titles - **Red Dead Redemption II**
- Populated game world, random events, and missions with ambient characters.
 - Modeled, textured, baked, and exported wide range of garment assets to be used for core and multiplayer game modes.
- Ubisoft** - Character Artist - Montreal, QC 2016
Shipped titles - **Assassin's Creed: Origins**
- Cleaned photometric HD scans and textures of crowd heads.
 - Created texture variations of clothes for main character and soldiers, and integrated them into the game engine.
- EA Sports** - Character Artist - Tiburon, Orlando, FL 2014 - 2016
Shipped titles - **Madden 15, NBA Live 16, Madden 17**
- Processed and cleaned photometric HD scan data to sculpt and texture accurate football player likenesses.
 - Created a variety of unique hair caps and haircard styles for Madden 15.
 - Cleaned photometric scans, textured and created multiple LODs for NBA and Madden gear, including helmets, shoes and team jerseys.
 - Integrated assets into version controlled database with proper asset building connections, and pushed assets into game build to verify quality.
 - Polished UVs and topology of NBA jerseys' to better deform to body weights.
 - Assisted in the prototype for the new Frostbite Uniform Tool for Madden

Education

- Savannah College of Art and Design** - Savannah, GA 2007 - 2011
Bachelor of Fine Arts, Animation (Cum Laude)
- Foundation art studies, motion graphics, advanced computer art applications, production for animation