
Skills/Qualifications

- Strong artistic sense in character design, composition and color
- Created concept art and 2D/3D game assets for collaborative projects in Unity
- Proficient at character modeling, texturing, rigging, animation, compositing
- Thorough knowledge of production pipeline for game assets
- Versatile working collaboratively with interdisciplinary teams

Education

BS in Integrated Digital Media

May '10

Polytechnic Institute of NYU, Brooklyn, NY
Graduated *Summa Cum Laude*

Experience

Kognito Interactive – New York, NY

July '12 – Present

3D GameArtist/Animator

- Model, texture and rig human characters based on turnarounds
- Create character animation libraries and optimize game assets
- Continuously adapt workflow to increase team efficiency
- Assemble character animation controllers in Unity
- Animate and lip-sync characters in conversation simulations
- Create and texture environment props
- Post-build character animation troubleshooting

Freelance Artist

May '10 - Present

Illustration and Digital Artist

- Produce digital paintings for collaborative art book projects
- Work with clients for commission-based artwork and animations
- Collaborate with a team and art director creating game art and assets
- Attend conventions as an exhibitor to display and sell artwork

Mongrel FX – New York, NY

April '11 – September '11

Layout Artist/Generalist

- Developed storyboard, color layout, and character designs for 3D sci-fi short film
- Modeled and textured human characters based on likeness of voice actors
- Animated and directed character animation in Blender
- Assembled 3D scenes, with characters, environment, vehicles, and props
- Worked with motion capture data technology in production

Superfad – New York, NY

Summer '09 – Winter '09

Intern in 3D Department

- Posed human 3D models for storyboard proposal in SoftImage XSI and Zbrush
- Created models for props to be used in commercial production