

ENVIRONMENT ARTIST AND GAME DEVELOPER

Graduate of a top-tier university masters program in Interactive Technology with practical, real-world experience developing next generation art assets and environments for digital games. Experience with the latest tools, engines, and software to create modular environments, props, and other assets across a wide spectrum of 2D and 3D projects. Seeking opportunities to leverage art creation skills in the development of next generation games.

- 3D Modeling
- Material Creation
- World Building
- Landscape Creation
- Problem Solving

EDUCATION AND PROFESSIONAL DEVELOPMENT

SOUTHERN METHODIST UNIVERSITY (SMU Guildhall), Plano, TX – Masters of Interactive Technology (GPA 3.70), Digital Game Development with a specialization in Art Creation (December 2016)

SOUTHERN METHODIST UNIVERSITY (SMU), Dallas, TX – Bachelor of Fine Arts (GPA 3.58), Major: Art, Minor: History (May 2015)

PROFESSIONAL EXPERIENCE

HEART SHAPED GAMES | Austin, Texas (10/2018 – 1/2019)

Design-centric independent game studio specializing in original gameplay, elegant designs and deep systems.

3D Artist: Responsible for 3D art creation for new digital game [We are the Caretakers](#) – a futurist real-time sci-fi squad management game inspired by XCOM, Darkest Dungeon, and human-environmental conflicts around the world.

- Developed environment art including designing modular construction for a strategy game.
- Created 3D art assets for the new game including models and textures.

BETHESDA GAME STUDIOS | Rockville, Maryland (6/2017 – 2/2018)

Division of Bethesda Softworks specializing in development of role-playing video games such as The Elder Scrolls and Fallout series.

World Artist: Contract position responsible for art creation on [Fallout 76](#) – an online action role-playing game in the Fallout series.

- Established landscapes including sculpting terrain, adding assets and clutter.
- Created POI (Points of Interest) throughout world and 3D art assets including models and textures.
- Developed navmesh for AI (artificial intelligence) navigation.

NEXREF TECHNOLOGIES | Dallas, Texas (6/2016 – 8/2016)

Privately held company specializing in AR (Augmented Reality), Digital Marketing, Business Analytics and Viral Sharing.

3D Artist Intern: Summer intern position involved in a variety of 3D graphics and modeling projects.

- Created 3D assets including models, textures and animations designed for AR (augmented reality) experiences.
- Led video editing and graphic design work for AR experiences in various projects.

GAMES

WE ARE THE CARETAKERS | Heart Shaped Games- Release Date: 2019 Austin, Texas (10/2018 – 1/2019)

We Are The Caretakers is an afrofuturist sci-fi squad management RPG.

FALLOUT 76 | Bethesda Games Studios- Release Date: 11/2018 Rockville, Maryland (6/2017 – 2/2018)

Fallout 76 is an online action role-playing game in the Fallout series.

CORE TECHNOLOGY SKILLS AND PROGRAMS

Art Creation	Game Development	Software Proficiency
<ul style="list-style-type: none">• 3D Modeling• Texture Creation• Baking Normal Maps• PBR Material Creation• Rigging and Skinning• Digital Painting and Sculpting• Traditional Drawing and Painting• Graphic Design• Animation and Rendering	<ul style="list-style-type: none">• Unreal Engine 4• (Blueprint, Cascade, Material Editor)• Creation Kit• Unity 4• Source Engine• Marmoset Toolbag	<ul style="list-style-type: none">• Adobe Photoshop CC• Illustrator CC• 3ds Max 2018• Maya 2018• Mudbox 2018• Zbrush 2018• Substance Painter & Designer• Microsoft Office