

ASPIRATIONS

To become a Lead Character Artist in a major video game development studio

SKILLS

Primary Low-poly modeling, UV mapping, texturing, high-poly sculpting, rigging, texture baking, render set up

Secondary Level design, game design, animating, lighting, story boarding

EDUCATION

Simon Fraser University Interactive Arts and Technology - *Bachelors of Arts*
-Fall 2006 to Fall 2009
TechOne Program
-Fall 2005 to Spring 2006

BCIT Intro to Game Programming
-Fall 2004

Centennial Secondary Honor Roll student grades 7 to 12
-2001 to 2005

PROJECTS

FowlSpace A flash based shooter-platformer incorporating fast paced action with a twisted sense of humour
-Lead Character Artist
-Level Design
-Environmental Artist

Alter An epic scale flash based puzzle-platformer with a size-manipulation mechanic and a focus on story
-Lead Character Artist
-Level Designer
-Environmental Artist

Ruin A mod for Unreal Tournament 3, turning it into a 2D brawler set in a futuristic samurai world
-Lead Character Artist
-Level Designer

Croak of Dawn A 3D short which earned highest mark in class
-Lead Character Artist
-Storyboarder

Beware of Minotaur A 3D short which also earned highest mark in class
-Character Artist
-Animator
-Storyboarder

PROFICIENCY

Autodesk Maya
Adobe Photoshop
Adobe Flash

KNOWLEDGE

Autodesk Mudbox
Epic Unreal Editor 3
Softimage XSI
Adobe After Effects
Adobe Illustrator
Adobe InDesign
ActionScript
Cycling '74 Max/Msp
Maxon Cinema 4D

EXPERIENCE

Pixelante Game Studios -September 2008 - Present
Artist/Designer

Simon Fraser University -September 2009
Penny Arcade Expo
Booth Representative

AWARDS

FowlSpace -Winner of PAX 10, 2010

Ruin -Voted best in class by EA

Beware of Minotaur -Nominated for ELANS by SFU

REFERENCES

Given upon request