

Software & Skills

Adobe Photoshop
Adobe After Effects
Autodesk Maya
Autodesk 3DS Max
Composite
Unreal Editor
Vray/MentalRay

Mudbox/Zbrush
3D modeling
Texture Painting
UVW Mapping
Background Painting
Level Design
Game Design

User Interface Design
Concept Rendering
Project Management
Microsoft Office
HTML/Java/VB/PHP
UAV Pilot Operations
Camera Operator

Industry Experience

2010-2019 Visualization Manager

Satterfield & Pontikes Construction, Inc. Houston, TX

Responsibilities included: Managing a team to develop interior and exterior architectural renderings for marketing. Modeling and scripting 3D construction simulations for projects like JFK Airport Delta Terminal 4 Expansion, Denver Art Museum Hotel, and Texas Tech Research Park. Developing in-house software/scripts & web apps to increase productivity and manage a render farm. I was the company's sole video production specialist, UAV operator and aerial photographer.

2007-2008 Game Designer

Handheld Games, LLC Lynwood, WA

Responsibilities included: executive proposals, documentation and images for game designs and level designs, script writing, 2D environment mockups, headed meetings on level design process. Titles worked on: Disney's "Cory in the House" and Disney's "Phineas & Ferb".

2007 Background Artist

Handheld Games, LLC Lynwood, WA

Responsibilities included: Scaling, pixel cleanup, Pallet correction, sprite animation, and user interface art for Pop Cap Games 3-in-1 handheld game.

2005-2006 Lead Artist

Primate Games, LLC Renton, WA

Responsibilities Included: User interface art, character modeling, texture painting, UVW mapping, background painting, and all content art for Primate Games projects "Comet Crisis" "Alien Shooter" "Bubble Mayhem" "Wilderness Adventure".

Education and Certifications

The Art Institute of Seattle, Seattle, WA

Bachelor of Fine Arts, Winter 2009, G.P.A 3.7

Dean's List 2004-2007

Graduates Class, Portfolio Best in Show Award 2009

Autodesk 3ds Max Certified Professional 6/15/2012

FAA Certified UAV Pilot

