

Professional Experience

- June 2008 - Present **Visceral Games** Redwood City, CA
- Effects Artist on Dante's Inferno
- Effects Artist on Dead Space 2
- January 2008 - June 2008 **LucasArts** San Francisco, CA
- Effects Artist and Cinematics Compositor on Star Wars: The Force Unleashed
- Effects Artist and Cinematics Compositor on Fracture
- May 2007 - January 2009 **Gnomon Online** Hollywood, CA
- Designed and Rewrote the Dynamics 1 Course Material
- Online Instructor of Maya Dynamics
- July 2006 - November 2007 **EA Chicago** Chicago, IL
- Effects Artist on Def Jam: ICON
- Effects Artist for Unannounced Marvel Video Game Trailer
- Visual Effects Art Director on Unreleased Marvel Title
- January 2007 - February 2007 **Digital Kitchen** Chicago, IL
- Effects Artist for a Target Commercial
- June 2005 - July 2006 **Gnomon School of Visual Effects** Hollywood, CA
- Designed and Rewrote Texture Mapping 1 Course
- Instructor of Texture Mapping and Hypershade Utilities with Maya
- November 2002 - July 2006 **Zoic Studios** Culver City, CA
- Senior Maya Generalist and Technical Artist
- CSI, Angel, Spider-Man 2, Serenity, E-Ring, Buffy the Vampire Slayer
- August 2002 - September 2002 **V Squared Labs** Los Angeles, CA
- Interactive Stage Visuals for a Live KoRn Performance

Education

- January 2001 - October 2002 **Gnomon School of Visual Effects** Hollywood, CA
- Completed Maya Certification Program
- August 1999 - July 2000 **Collins College** Los Angeles, CA
- Associates Degree for Graphic Design

Skill Set

Software

Photoshop, AfterEffects, Illustrator, HDRShop, Maya, mental ray

Technical

MEL Scripting, Streamlining Tools and Workflow, Creating Complex Simulations, Maya Generalist
Texture and Reference Photographer, Data Management