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SUMMARY OF QUALIFICATIONS

Worked as an environment artist on the video game **Splatterhouse** at Namco-Bandai Games. An extensive knowledge of architectural history and period styles. 10 plus years experience designing temporary and permanent environments. Experience with architectural drafting, traditional painting, drawing and sculpting.

SKILLS

- High and low poly modeling using **3D Studio Max**, **Maya** and **Z Brush**
- Textures using **Photoshop CS3**
- Texture baking, occlusion and parallax maps
- Environment animation: Key framed and baked physics solutions
- Rigging and skinning in **Max** and **Maya**
- Experience using Turtle and Perforce file management systems

EDUCATION

Bachelor of Science, Game Art and Design - The Art Institute of California San Diego 2007
Bachelor of Fine Art - California State University, Fullerton 1991

WORK EXPERIENCE

- Environment Artist** San Diego, CA
Namco-Bandai Games 2009-present
- Produced textured 3D models and environments for *Splatterhouse*
 - Created destructible props using Havok
 - Created key framed and baked animations for environmental elements
 - Integrated/optimized outsourced assets
 - Set up environment lighting, collision and rigid bodies
- Environment Artist** San Diego, CA
BottleRocket Entertainment Inc. 2007-2009
- Produced textured 3D models and environments for *Splatterhouse*
 - Set up environment lighting, collision and rigid bodies
 - Worked with designers to place triggers and volumes in the engine
- Freelance** 2004-2007
- Architectural Visualization**
- Produced textured 3D models from digital CAD drawings and sample boards
 - Lit and rendered 3D architectural environments as stills and animations
- Exhibit Designer** Las Vegas, NV
GES Exhibition Services 1999-2004
- Designed custom trade show exhibits using 3D Studio Max, AutoCAD and Photoshop
 - Prepared PowerPoint presentations using, animations, illustrations and sample boards
 - Coordinated with sales people, estimators and technical directors through production
- Art Director** Las Vegas, NV
Tri Star Theme Builders 1998-1999
- Worked with project managers and architects on-site to produce themed environments
 - Supervised painters and sculptors
 - Coordinated the installation of theme elements with subcontractors
- Lead Scenic Artist.** Las Vegas, NV
Scenic Technologies Inc. 1996-1998
- Managed up to 15 studio painters and sculptors, coordinated on-site union labor
 - Estimated job costs, ordered materials and created production schedules
 - Coordinated fabrication of scenery with other departments