

OBJECTIVE

To create cutting edge digital assets for entertainment media while constantly pushing to reach the next level.

PROFESSIONAL SUMMARY

Self motivated and experienced 3D artist with over 20 years combined experience in traditional and digital media. Passionate about providing high quality work in a professional and timely manner.

SKILLS

- 3D Character and Prop Creation specializing in organic forms
- High Poly modeling/Sculpting from concept
- Low poly modeling including Normal map creation
- Efficient UV layout and texture creation
- Deep understanding of anatomy and form
- Strong work ethic
- Excellent organizational and communication skills
- Excels at working under pressure and deadlines

SOFTWARE SPECIALTIES

3Ds Max, ZBrush, UVLayout, Topogun, Photoshop, Unreal Engine 3

EXPERIENCE

- Character Artist at LightHammer (May 2010 – Present)
- Creating logos for local Bands and Businesses using 2D and 3D elements (by request)
- Character modeler for short film, Shards of Asgard (2006)
- Substitute online instructor for 3DTi 3D Foundation Workshop (3 Weeks in 2005)

EDUCATION AND TRAINING

- **CGSociety Online courses:**
 - Game Characters with ZBrush by Jonathan Rush (Nov 2010 - Dec 2010)
 - Low Polygon Character Modeling by Michele Bousquet (Jan 2008 - March 2008)
 - Cybergirl 3: Modeling the Female Form by Steven Stahlberg (Jan 2006 - March 2006)
- 3DTi 12 week 3D Project Based course (August 2004 - November 2004)
- University of South Carolina, BFA in Studio Art with a concentration in Figure Study (2000)