

## Experience

### Vicious Cycle Software

Morrisville, NC

May 2013 - Present

Environment Artist    Responsible for building, retopologizing, and texturing environment art assets  
Responsible for optimization of textures, models, shaders, and collision for multiple platforms  
Worked closely with design to block out and build levels  
Helped design environments that adhere to strict guidelines for gameplay and licenser requirements

### Hitpoint Studios

Amherst, MA

Jan 2013 - April 2013

Contract Artist    Responsible for creating high-poly assets from concept for pre-rendered scenes  
Responsible for texturing assets and adhering to established art style

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## Titles

### Kung Fu Panda: Showdown of Legendary Legends (Announced)

Environment Artist - Vicious Cycle Software  
Xbox One, PS4, PC, Xbox 360, PS3, Wii U, 3DS

### Adventure Time: Finn and Jake Investigations (Announced)

Environment Artist - Vicious Cycle Software  
Xbox One, PS4, PC, Xbox 360, PS3, Wii U, 3DS

### Pacman and the Ghostly Adventures 2 (Release Date: 10/14/14)

Environment Artist - Vicious Cycle Software  
PC, Xbox 360, PS3, Wii U, 3DS

### Pacman and the Ghostly Adventures (Release Date: 11/26/13)

Environment Artist - Vicious Cycle Software  
PC, Xbox 360, PS3, Wii U

### Disney Fairies: Hidden Treasures Episodes 2-6 (Release Date: 3/6/2015)

3D Artist - Hitpoint Studios  
PC

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## Education

Master of Science, Technology    East Tennessee State University, Johnson City, TN    May 2011  
Concentration in Digital Media

Bachelor of Science, Digital Media    East Tennessee State University, Johnson City, TN    May 2008  
Concentration in 3d Visualization  
Minor in Art

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## Software Proficiencies

Autodesk 3DS Max	Adobe Photoshop	Zbrush	Vicious Engine 2
Autodesk Maya	Unreal 4	Crazybump	