

QUALIFICATIONS

- Real-Time Visual Effects/Tech/Animation/VR Experience
- Specialized in Creating Visual Effects, Material Shader, Textures, 3D Models (Low-Poly / High-/Poly),
- Skilled in: Unreal Engine Cascade, Adobe Photoshop, 3Ds Studio Max, Adobe After Effects
- Proficient in: Houdini, FDFX Slate Editor, Popcorn FX, Sculpttris
- Other: Adobe Premiere, Perforce, Jira, Confluence, OBS Studio, Fraps
- Game Engine Experience: Unreal Engine 4, Unity 5, Unreal Engine 3

WORK EXPERIENCE**Project: Hand Painted FX Texture Pack with Effects (PC)****November 2016 - Present**Ghost Hawk Studios - FX Artist/Studio Head

- Created Original Textures.
- Created Real-Time Visual Effects
- For Unreal Engine 4 Market Place.

Project: Crowe: The Drowned Armory (VR) (PC)**March 2016 - November 2016****Project: (Unannounced Title) of original property with Michael Bay**The Rogue Initiative - FX Artist

- Made FX for Crowe: The Drowned Armory
- Made FX for (Announced Title) of original property with Michael Bay
- Created Real-Time Visual Effects
- VR Experience

Project: Crazy World of Action Cat (PC)**April 2013 - Present**Gamemakin LLC - Project Lead

- Created and gathered project content for prototype
- Successfully funded on Kickstarter
- Successfully Greenlit on Steam Greenlight

Project: Song of the Deep (PS4) (XONE) (PC)**February 2016 - March 2016**Insomniac Games - FX Artist - Contract

- Created Real-Time Visual Effects
- Developed in Unity 5

Project: (Unannounced) (PC)**September 2015 - October 2015**Production Club Inc. - FX Artist - Contract

- Created Real-Time Visual Effects. Developed in Unreal Engine 4.
- Collaborated with the directors, designers, engineers and other teams during the conceptualization and implementation of effects.

Project: Alone in the Dark: Illumination (PC)**May 2014 - August 2015****Project: Nether (PC)**Pure FPS - FX Artist

- Created Real-Time Visual Effects
- Created FX for Alone in the Dark: Illumination a game series by Atari. Developed in Unreal Engine 4
- Created FX for Nether a game made by Nether Productions. Developed in Unreal Engine 3
- Joined the team after their release of Nether to create ongoing content for the game

EDUCATION**June 2006 - December 2013**

The Art Institute of California Los Angeles
Bachelor of Science in Game Art & Design