EXPERIENCE

Environment Artist
untitled project, SkyForge Interactive, Austin, TX, Sept. 2013 – Present.

- Make stylized 3D models and high detail textures for a Unity Engine based game.

- Help create enviroment assets for 3D, top-down dungeon crawler.

Prop Artist

Student game, *Blink* (PC.), Austin, TX, May 2013 – Present. http://vimeo.com/69278611

- Create 3D realistic environment props and textures for a Unity Engine based game.

- Work closely with team on a FPS/horror/puzzle hybrid game.

- Meet hard deadlines for art assets.

Brand Ambassador
Baby Zach's Fine Foods, Austin, TX, Nov. 2012 – present. http://babyzachs.com/
- Perform product demonstrations to drive sales and brand awareness.
- Maintain relationships with store representatives.
- Be the public face of the company.
- Build lasting client relationships.

Level II Security Officer
Vigilant Security & Event Services, Austin, TX, Oct. 2012 – Present.
- Watch for any illegal/dangerous activity and report or intervene as necessary.
- Maintain constant communication via radio.
- Provide excellent customer service.

Prop Artist

Independent project for Ludem Dare 27 game jam, *Shoot the Messenger* (PC), Austin, TX, Aug. 2013. http://www.ludumdare.com/compo/ludum-dare-27/?action=preview&uid=25114

- Utilized Autodesk 3D Studio Max, Pixologic Sculptris, and Adobe Photoshop to create believable assets.

- Worked efficiently with game designers and other game artists to deliver a project on a deadline.

- Modelled, unwrapped, and textured 3D assets for a Unity Engine based game.

- Helped complete a game level in 72 hours on a team of six indie developers.

- Worked on a first-person platformer game.

Lead Artist

Student game, *Chrome Saga: Project Sandstorm* (PC.), Austin, TX, Jan. 2012 – May 2012.
http://projectsandstormacc.wordpress.com

- •Managed quality, asset assignment, and deadlines for the art team.
- •Created 3D environment models and textures for a Unity Engine based game.
- •Worked on a side scrolling shooter game.

EDUCATION

Austin Community College, Austin, TX, Aug. 2013, Associate of applied science in visual communication: video game art specialization.

REFERENCES

Available upon request.