



AMBITION:

Talented, capable artist/designer seeking career opportunity at established studio.

INDUSTRY EXPERIENCE:

Freelance Graphic Design

Present

- Provided graphical support for multiple clients. Projects included but are not limited to: logo creation, company branding, website design and motion graphics.

BrokenMyth Studios, LLC

2007

- *Consultant*- Built and textured model assets for this start-up company at the guidance of a Creative Director. I also participated in design decisions throughout asset development.

Savannah College of Art & Design

2009

- *Teacher's Assistant*- Directed students on project choices and provided guidance through lecture and demonstration during their winter quarter studio class. Time was also spent giving technical aid and software tutorials.

AWARDS & HONORS:

Entelechy Conference

- **BEST IN SHOW, BEST GAME PROTOTYPE, BEST LEVEL DESIGN**

2007

- The submission, a six man team class project titled "Depth Chargers!" was developed using a modification of the UnReal 2004 Engine. My primary areas of responsibility were the conceptual design, modeling, and texturing of specific vehicles, marine life, and multiple types of coral and plant life. I was also depended on to deploy all of the team created assets throughout the environment we created.

Savannah College of Art & Design

- **BEST STUDENT SHOWCASE**

2006

- A screensaver I created was submitted by my instructor to an end of term competition. A panel of faculty members judged all the submissions and my screensaver was selected as a winner. As a result of being chosen, my piece had the honor of being displayed on the outdoor jumbotron at the entrance of the Digital Media building as a promotion of the capabilities of SCAD students.

EDUCATION:

M.F.A. Savannah College of Art & Design (2011)

- *INTERACTION DESIGN AND GAME DEVELOPMENT*

B.F.A. Savannah College of Art & Design (2007)

- *INTERACTION DESIGN AND GAME DEVELOPMENT*

B.A. Monroe Community College (2004)

- *ADVERTISING AND COMMERCIAL ART*

CAPABILITIES:

- Photoshop
- Illustrator
- AfterEffects
- Dreamweaver
- InDesign
- Maya
- 3DS Max
- UnReal Engine