

I am a 3D Artist/Graphic Designer with six years of professional experience in high resolution 3D modeling. Over the past seven years, I have accumulated intermediate experience in skills such as Game Design, 3D Game Asset Creation, Team/Project Management, QA Testing, Public Relations & Customer Service. I have worked in many professional pipelines from beginning to end and have also dabbled in Traditional Arts and Visual Effects.

Software Knowledge

❖ Lightwave	❖ InDesign	❖ Unity Pro	❖ Nuke	❖ P4V(Perforce)	❖ Word	❖ Discord
❖ Modo	❖ After Effects	❖ Unreal 4	❖ Mudbox	❖ Shotgun	❖ One Drive	❖ Teamspeak
❖ Zbrush	❖ Photoshop	❖ Frostbite	❖ RealFlow	❖ Hansoft	❖ Excel	❖ Mumble
❖ 3ds Max	❖ Illustrator	❖ xNormal	❖ Motion Builder	❖ JIRA	❖ Outlook	❖ Vent
❖ Maya	❖ Premiere	❖ Topogun	❖ Cinema 4D	❖ XB1/PS4 s/w	❖ Power Point	❖ Skype

Experience

Echospawn Studios - Orlando, FL----- Jan 2012 – Present

Game Designer | Creative Director | 3D Artist

- Writes and conceptualizes content, leads the art and look development team and formed the QA/Bug database.
- Organizes dev teams, meets deadlines, deals with customers/potential clients and controls budgets/social media tasks.
- Leads all mobile testing across 20+ devices (Droid, Windows, IOS) for accurate mobile standards and API testing.
- Part of several "Services"(freelance) projects that entail VFX, 3D modeling, SFX, music, graphic design and more.
- Keynote Projects: Montel Williams • Viatek Products • St. Lucie Mets • Nascar affiliate (Virtual-GT)

Electronic Arts - Orlando, FL [9 month contract]----- Mar.2016 – Nov 2016

QATester II: QA Pod Leader of Artworks, Graphics and NIS/Statestream

- Worked with all aspects of feature integration via collaboration with all my corresponding dev teams.
- Actively kept a structured and organized schedule to meet deadlines for myself and developers in my pods.
- Created detailed written documentation for new processes to give clear direction to those without knowledge of the task.
- Worked with XB1 and PS4 Dev/Test Kits and their respective software, Frostbite Engine, P4V, JIRA, Shotgun and Hansoft.
- Keynote Projects: Madden NFL 18 • Titanfall 2

Cybis Communications - Orlando, FL [6 month contract]----- Jan 2015 – Jun 2015

Creative Media Designer

- Worked on projects involving graphic design, 3D modeling and print such as pamphlet design
- Gave creative direction, audience perspective and marketing direction within a small team atmosphere.
- Taught/mentored folder structure, 3D Modeling preparation/project awareness and creative direction.
- Keynote Projects: CNL Bank Cupola Awards • James B. Greene • FBLA • DECA • FCCLA

Applehead Factory Design Studio - Orlando, FL [3 month Dave School project]----- Oct 2012 – Dec 2012

3D Modeler | Texture Artist | VFX Artist | Animator

- Team Project: "The Good Lifers" - <http://vimeo.com/92232961>

DAVE School Productions - Orlando, FL [3 month Dave School project]----- Mar 2012 – Jun 2012

Texture Artist

- Team Project: "Star Wars Droids: The Jawa Adventure" <http://vimeo.com/44934087>
- This animated short was submitted for the **FMPTA Crystal Reel Awards** and won 4 awards.

Education

The Digital Animation and Visual Effects School • Dec. 2012 • Digital Animation & Visual Effects • 1 Year Course

Mid-Florida Technical College • Jan. 2011 • Automotive Service Assistor • 1 Year Course

Orlando Technical College • Jun. 2010 • Game/Simulation Designer • 1 year Course / May 2010 • Modeler • 3 Year Course