

General Artist

Professional Summary

Versatile senior game artist and art director skilled in concept-to-production 2D/3D art, PBR texturing, modeling, and environment/level creation. Expert in ZBrush, 3DS Max, Maya, Substance Painter, Redshift, Photoshop, After Effects and Spine; proven at delivering polished assets for AAA and indie projects, improving asset pipelines, and mentoring junior artists. Comfortable working in large studio and small startup environments, collaborating with designers and engineers to meet art direction and technical and performance constraints.

Areas of Expertise

- 3DS Max
- Substance Painter
- Spine
- Maya
- Photoshop
- Mid Journey
- ZBrush
- Adobe Illustrator
- Unigine
- Red Shift
- Adobe After Effects
- Unity Engines

Professional Experience

Incredible Technologies, Las Vegas, NV

2024 to Present

General Artist

Produce high-quality 2D and 3D art assets for casino slot titles, collaborating with designers and engineers to meet art direction and technical constraints.

- Executed concept-to-final assets using Substance Painter, ZBrush, 3DS Max, Spine and After Effects.
- Adapted quickly to small-team workflows, delivering polished assets under tight deadlines and iterative feedback cycles.

Petroglyph Games, Las Vegas, NV

2022 to 2024

Concept Artist

Created concept art and visual assets for RTS titles, including The Great War: Western Front and 9-Bit Armies.

- Produced game pitches, illustrations, and concept art that guided art direction and gameplay visuals.
- Implemented textures and models using Substance Painter, ZBrush, 3DS Max, and Photoshop to support prototyping and production.

Incredible Technologies, Las Vegas, NV

2017 to 2022

Senior 3D Artist

Led creation of 3D art assets for slot game production, delivering high-fidelity models, textures and renders aligned with art direction and production schedules.

- Developed PBR textures and optimized models using Substance Painter, ZBrush, 3DS Max and Red Shift.
- Mentored junior artists and coordinated with producers to prioritize tasks and meet shipping milestones.
- Improved asset pipelines to increase consistency and reduce iteration time across projects.

Bourke Enterprises, LLC, Corvallis, OR

2015 to 2017

Senior 3D Artist

Designed and produced high-poly art assets for an RC aircraft flight simulator, delivering accurate, market-ready models on schedule and budget.

- Researched and sculpted original aircraft models and textures for simulator implementation.
- Developed a PBR texture workflow to upgrade over 70 vehicle assets, improving visual fidelity and consistency.
- Imported and configured assets in the Unigine engine, authoring and adjusting materials and XML files for accurate in-engine appearance.

Sony Bend Studios, Bend, OR

2012 to 2013

Concept Artist/3D Artist

Contracted for genre-specialized concept and 3D work, producing in-game object concepts, orthographic views, UI 2D assets, style guides, and production art.

- Recognized by the art director for versatility and professional attitude; endorsed for full-time hire as a concept artist or 3D generalist.

Lance Bass Art, Corvallis, OR

2010 to 2012

Concept Artist/3D Artist

Freelance concept and 3D artist creating vehicle, weapon and character concepts and game-ready models for PC and social titles.

- Produced art assets and style direction to support creative leads and production pipelines.
- Modeled 12 characters for the unreleased title Kaiju Combat (Sunstone Games).

Garage Games/Instant Action, Eugene, OR

2007 to 2010

Art Director/Lead Artist

Directed concept work and production of 3D art assets for the Instant Action web portal; recruited as a concept artist and promoted to Art Director within six months.

- Led a team of four in-house and three outsourced artists to deliver flagship project assets under high-pressure, technically challenging conditions.
- Produced artwork that established the visual identity for multiple game titles and coordinated outsourced contractors and internal teams.
- Designed and created levels using Torque 3D and aligned art production with programming and agile development processes.

Knife Edge Software, Corvallis, OR

2004 to 2007

Art Lead

Led art production for RC aircraft flight simulators, producing high-poly models and UI assets for market-ready releases.

- Delivered projects ahead of schedule and under budget by streamlining the production pipeline.
- Reformed art processes and implemented them across RealFlight G3 & G4 series and multiple add-on packages.

ORCAS, Inc., Eugene, OR

2002 to 2004

3D Artist

Produced multimedia 3D models and animations for interactive educational software focused on social behavior learning.

Buzz Monkey Software, Eugene, OR

2001 to 2002

3D Artist

Created 2D and 3D art assets for a start-up game studio, including character and environment design for a science-fiction third-person adventure game.

Dynamix/Sierra Online, Eugene, OR

1999 to 2001

Game Artist 2

Produced 2D and 3D art for commercial titles including Desert Fighters, Trophy Hunting 4, the Incredible Machine series, and Ultimate Pinball.

Harris Specialty Chemicals, Salem, OR

1997 to 1999

Multi-Media Artist

- Created brand and marketing assets, including four-color offset pre-press work for catalogs and product labeling for the Snowroof roofing product line.

Allenby Desktop Publishing, Salem, OR

1993 to 1997

Pre-Press Artist

- Created brand and marketing assets and four-color offset pre-press work for catalogs and product labeling.
- Led media design for the Jesus Northwest concert festival.
- Designed logos and graphics for Morrow Snowboards.

Statesman Journal Newspaper, Salem, OR

1990 to 1993

Artist/Layout Artist

Executed layout production, advertising mockups and editorial illustrations; performed camera darkroom work and typesetting to support sales and editorial teams.

Education

B.S. Graphic Arts, cum laude
Western Oregon University, Monmouth, OR

1985 to 1990

Links

[personal website](#), [artstation](#)