

Software Knowledge

Zbrush 2 - 4r7
3D Studio Max 7-2015
Maya 8- 2015
Adobe Photoshop CS2-CS6

Unity 4.5-5
Unreal Development Kit
Adobe Flash CS4-CS6
xNormal

Game Development Experience

Liquid Development -Lead Production Artist From 2015 - Present

Projects

- DOTA 2 (PC)
- SMITE Tactics (PC)
- Dreadnought (PC, PS4)
- BattleBorn (PC,Xbox One, PS4)
- Kill Strain (PS4)
- Warner Bros HyperCade (3D Unity)
- Disney Star Wars Commander (iOS)
- Hungry Shark World (iOS)
- Danger Goat (DayDream VR)
- Battle Star Galactica: Squadrons (IOS, Android)
- Bakery Story 2 (IOS, Android)
- Farm Story 2 (IOS, Android)
- Resturant Story 2 (IOS, Android)
- Unreleased Digital Domain Project
- Unreleased Ember Project
- Unreleased Forge Reply Project
- Unreleased Warner Bros. License Project
- Unreleased Glu Mobile Project
- Unreleased Trigger Global Projects (3)

Zynga Inc. -Lead Artist and Senior Artist From 2012 - 2015

Projects

- Frontierville (Facebook)
- Unreleased Zynga Project (IOS, Facebook)
- CastleVille: Legends (IOS, Facebook)
- Unreleased Zynga Project (IOS, Facebook)

Buzz Monkey Software, LLC -Staff Artist From 2009 - 2012

Projects

- Army of Two: The 40th Day (PSP)
- PSHome: Island Getaway Pack (PS3)
- Tony Hawk: SHRED (Wii)
- ESPNU: College Town (Facebook)
- Social City (Facebook)
- Frontierville (Facebook)
- Unreleased Playdom (Facebook)
- Rinth Island (IOS, Facebook)

Education

Bachelor of Fine Arts, Game Art and Design
The Art Institute of Portland Oct. 2005-Dec. 2008

- Graduated with Honors
- Received \$5,000 scholarship for an original game design