

+ education

Academy of Interactive Entertainment Seattle
Advanced Diploma of Professional game development Game Art & Animation 2017

University of Washington
Interdisciplinary Visual Arts BA 2013

+ employment

Blue Glow Games
Contract Concept art / 3D generalist
Apr. 2017 to Apr. 2018
Research for game and creating pre-production concept art and 3d models to pass over to the production team.

Kinokuniya Bookstore Seattle, Washington
English book sales
Feb. 2014 to July 2017, Oct. 2018 to Current
Customer service both in English and Japanese, organized Artist alley events at the store.

Self-Employed Seattle, Washington
Freelance Artist
2011 to Current, 2011 to Current
Attends Artist Alley in various conventions
Managing production of art products and commissions.

+ projects

Supreme Courtship June 2018 to Feb. 2019
Receiving reference images to use as a base to creating the backgrounds for the game.

Collidalot Feb. 2016 to Feb. 2017
Concept artist / 2D / UI Designer for Grunkamunkagames

Moe Moe Rush May 2014 to May 2014
24 hour Hackathon game creation event.
Artist/Animator for the team; Created 2D assets and animations used in the game.

+ skills

PROFICIENCY WITH:	FAMILIARITY WITH:	LANGUAGE
Photoshop	Zbrush	Japanese
Maya	Xnormal	English
Character Designs	Unity	
Concept Design	Animation	
Low Poly 3D	Substance	
	Adobe Illustrator	
Hand Painted texture		
Background Art		