

Objective

Visual effects artist excited to blow things up, set them on fire, freeze them, and create general sparkly mayhem.

Skills and Qualifications

- Experience creating real-time effects and shaders within multiple engines and styles.
- Strong technical skills in content creation, including destructibles, rigging, and scripting.
- Background in environment art, including modeling, sculpting, texturing, and level construction and lighting.
- Software: Unity, Photoshop, ShaderForge, Maya, Flash, After Effects, Unreal/UDK, Houdini, 3DCoat, Perforce.
- Languages: C#, Python, MELscript, Javascript, ActionScript.

Work History

3D Artist 2 - Microsoft, Redmond, WA

September 2015 - Present

Unannounced Hololens projects

- Rapidly model and texture environment and character assets and contribute to pre-production art and design research with multiple small teams.

VFX and Environment Artist - Project Spark, Redmond, WA

January 2015 - September 2015

Games: *Project Spark* (PC, Xbox One)

- Created a wide variety of stylized spell, attack, and ambient effects in Spark's proprietary engine.
- Sculpted, modelled and textured environment assets in Project Spark's highly stylized look as well as meeting the unique technical requirements of Spark's player-focused asset system.
- Investigated and revived previously undocumented portions of the asset pipeline to improve the overall quality and variety of future content releases.
- Quickly prototyped and polished effects, skyboxes, visual filters and other assets as part of a strike team.

Freelance 3D / Technical Artist - Orange County, CA

November 2013 - February 2015

Games: *Zombie Playground* (PC), unshipped title (iOS)

- Created cohesive sets of effects and props in a variety of styles for both external clients and personal projects, expanding skills in content creation and Unity's technical aspects.
- Acquired technical skills such as proficiency in C# as well as familiarity with Unity by designing, programming, and creating all art for *string*, a shoot-em-up-style Unity game.
- Designed, modeled, textured and rigged armorsets for submission to DotA 2 workshop to increase skill in stylized prop creation in an environment with clear artistic direction and goals.

Environment Artist - Secret Identity Studios, San Mateo, CA

April 2012 - October 2013

Games: *Marvel Heroes MMO* (PC)

- Created and adapted art for destructible objects and absorbed responsibilities for in-engine hook-ups to allow faster implementation of new assets, changes, and bug fixes.
- Modeled and textured environment assets as well as creating or adapting shaders and particle effects as needed, reducing workload on other departments and finalizing assets more quickly.

Related Experience

Conference Associate - GDC/UBM, San Francisco, CA

March 2010 - Present

Assist GDC attendees, speakers and UBM employees both independently and as part of a larger team.

B.S. in Game Art and Design - Art Institute of California- San Francisco

Graduated December 2010